Eberron: Forge of the Artificer for Dungeons and Dragons Fifth Edition

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INTRODUCTION

FORGE OF THE ARTIFICER

When the gorgon's breath
gives life instead of stony death,
when fires create instead of destroy,
when towers rise from rubble
and reach into the sky,
then shall embers spring to life
in the darkness,
and five shall rise
to cause a dragon's fall.

—THE DRACONIC PROPHECY

THIS BOOK IS AN EXTENSIVE SUPPLEMENT TO *EBERRON: RISING FROM THE LAST WAR*. THAT BOOK IS A COMPREHENSIVE GUIDE TO THE WORLD OF EBERRON; THIS ONE adds new character options, new campaign models, and new vehicle rules for your Eberron campaign. You don't need that book to use this one, but these books work best in tandem, and you'll find frequent references to *Eberron: Rising from the Last War* throughout this book.

A BOX OF NEW TOOLS

Eberron: Forge of the Artificer is a toolbox full of new options for any Eberron campaign, as summarized below.

Revised Artificer

The Artificer class has been revised in line with the class revisions in the 2024 version of the fifth edition *Player's Handbook*. The class includes a new spell. Additional content that appeared as class feature options in previous versions of the class now appear as magic items in an appendix at the end of the book.

This version of the Artificer includes a new subclass, the Cartographer.

Dragonmarks

This book includes feats that grant characters dragonmarks and backgrounds that give some of those feats to characters. A sidebar at the beginning of chapter 2 summarizes the new dragonmark options in this book.

Species

Four updated species appear in this book: Changeling, Kalashtar, Shifter, and Warforged. Khoravar is a new species, rooted in the experience of Khorvaire's people of mixed human and elf descent.

Bastion Options

Chapter 3 offers new special facilities for characters to improve their Bastions, as well as ways to build a mobile Bastion.

Campaign Models

Chapters 4, 5, and 6 provide tools to help DMs start an Eberron campaign quickly and easily. Each chapter describes one flavor of campaign you might run in Eberron—the gritty life of an inquisitive on the mean streets of Sharn, high-stakes intrigue among the dragonmarked houses, and the rollicking adventures of scholarly explorers from Morgrave University. Building on the tools provided in the 2024 *Dungeon Master's Guide*, these chapters outline key conflicts, suggest campaign arcs, provide setting information, and give you stat blocks for NPC figures that characters might encounter in the campaign.

Everything Airships

The last chapter presents rules and resources for elemental airships: operating them, using them in combat, and undertaking journeys by air.

THE DRACONIC PROPHECY

The language of the Draconic Prophecy is richly symbolic and largely conditional. Rather than laying out a predetermined series of events, it explores causation and consequences—it describes what might happen in one arena of existence if something changes in another.

Scholars sometimes approach the Draconic Prophecy as a puzzle, where solving it is its own reward. They look at each individual fragment of the Prophecy as a self-contained challenge, and they explore how a certain series of actions might fulfill the Prophecy.

The immortal beings who are truly invested in the Prophecy, however—primarily the dragons of the Chamber and the fiendish Lords of Dust—view each fragment as a tiny piece of a much larger whole. From this broader perspective, one fragment or verse cascades into another, acting out a drama that unfolds over decades, centuries, or even millennia. Every verse will be fulfilled in time, these immortals believe, and their goal is simply to tilt the direction of destiny to one side or another.

The verse of the Prophecy that begins this introduction is typical, in that each line is open to multiple interpretations. Consider these possibilities:

"The gorgon's breath." These words could refer to a literal **gorgon**, perhaps one magically altered or infused with radiant energy so its breath restores health, brings the dead back to life, or animates objects. Or they could refer to House Cannith, whose symbol is a gorgon. (Members of the Chamber, in particular, believe that mortals' dragonmarks appeared on flesh in order to involve these people in the story of the Prophecy.) The words could refer to Cannith artificers "breathing life" into their warforged creations.

"When fires create." These words could easily refer to the fires of a smith's forge, especially when connected to House Cannith as the gorgon in the previous line. Or they could refer to the birth of a new thing from the ashes of the old, or to mortal passions (the fires of the heart) being turned to creative pursuits after years of violence in the Last War.

"When towers rise from rubble." These words could be a general reference to buildings rebuilt after a disaster, or perhaps a specific reference to a building project in the Fallen district of Sharn (where the wreckage of a fallen tower still dominates the neighborhood). Or it might refer to a resurgence in a family line, with notable scions arising from a family in decline; their "reaching to the sky" could reflect their lofty aspirations or their literal piloting of an airship.

"Embers spring to life." Hope kindling in the midst of despair is one obvious reading of these words. However, the reference to fires earlier in the verse doesn't require that the embers here be positive—this could refer to a new, destructive fire raging to life after long lying dormant, or perhaps even the hatching of a red dragon's egg.

"Five shall rise to cause a dragon's fall." The best way to read this line is as a reference to the characters in your campaign (if there are more or fewer than five characters, you can adjust the number). That's especially fitting if a dragon is a major antagonist in your campaign—or a dragonmarked house, a tyrannical ruler, or anything else easily symbolized as a dragon.

Using the Prophecy

Using this fragment of the Prophecy as an example, how might you as the Dungeon Master incorporate it into an Eberron campaign?

Start at the end. Assume the last line refers to the characters in your campaign bringing about the fall of one of your campaign's major antagonists. If you're using one of the campaign models in this book, the dragon's fall might refer to one of these antagonists:

Sharn Inquisitives (See Chapter 4). Daask, whose trade in the dangerous drug called dragon's blood is harming Sharn's population, or a powerful villain whose use of dragon's blood has brought about a draconic transformation.

Dragonmarked Intrigue (See Chapter 5). A dragon connected with the Chamber, or the leader of a dragonmarked house.

Morgrave Expeditions (See Chapter 6). Lady Illmarrow, leader of the Order of the Emerald Claw (detailed in *Eberron: Rising from the Last War*), who has draconic blood, or a fiendish overlord with a draconic form (perhaps Rak Tulkhesh, also detailed in *Eberron: Rising from the Last War*).

With that climactic campaign end in mind, plot out a simple campaign arc—a series of four apparently unconnected events, each one reflecting a line of the Prophecy fragment. At each step of the way, the characters might encounter others trying to steer the fulfillment of the Prophecy in various directions. Some of these figures might want the characters to topple the dragon who is the antagonist of the campaign; others might want the characters to bring about a different dragon's fall. Still others might hope for the five-headed dragon god Tiamat to rise and cause the fall of all the dragonmarked houses in fulfillment of the fragment's last line.

ARTIST: NOOR RAHMAN

CHAPTER 01

THE ARTIFICER

A Magical Crafter and an Inventor of Wonders

ARTIST: MICHAEL BROUSSARD

THE ARTIFICERS OF EBERRON ARE RESPONSIBLE FOR MANY AMAZING INVENTIONS, BUT NONE MORE MIRACULOUS THAN THE WARFORGED

CORE ARTIFICER TRAITS

Primary Ability	Intelligence
Hit Point Die	D8 per Artificer level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	*Choose 2:* **Arcana**, **History**, **Investigation**, **Medicine**, **Nature**, **Perception**, or **Sleight of Hand**
Weapon Proficiencies	Simple weapons
Tool Proficiencies	**Thieves' Tools**, **Tinker's Tools**, and one type of Artisan's Tools of your choice
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) **Studded Leather Armor**, **Dagger**, **Thieves' Tools**, **Tinker's Tools**, **Dungeoneer's Pack**, and 16 GP; or (B) 150 GP

MASTERS OF INVENTION, ARTIFICERS USE INGENUITY AND MAGIC TO UNLOCK EXTRAORDINARY CAPABILITIES IN OBJECTS. THEY SEE MAGIC AS A COMPLEX SYSTEM waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in this chapter.

BECOMING AN ARTIFICER...

As a Level 1 Character

Gain all the traits in the Core Artificer Traits table.
Gain the Artificer's level 1 features, which are listed in the Artificer Features table.

As a Multiclass Character

Gain the following traits from the Core Artificer Traits table: Hit Point Die, proficiency with **Tinker's Tools**, proficiency in one skill of your choice from the Artificer's skill list, and training with Light and Medium armor and Shields.
Gain the Artificer's level 1 features, which are listed in the Artificer Features table. See the multiclassing rules in the *Player's Handbook* to determine your available spell slots, adding half your Artificer levels (round up).

ARTIFICER CLASS FEATURES

As an Artificer, you gain the following class features when you reach the specified Artificer levels. These features are listed on the Artificer Features table.

Artificer Features

							——Spell Slots per Spell Level——				
Level	Proficiency Bonus	Class Features	Plans Known	Magic Items	Cantrips	Prepared Spells	1	2	3	4	5
1	+2	Spellcasting, Tinker's Magic	—	—	2	2	2	—	—	—	—
2	+2	Replicate Magic Item	4	2	2	3	2	—	—	—	—
3	+2	Artificer Subclass	4	2	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	4	2	2	5	3	—	—	—	—
5	+3	Subclass feature	4	2	2	6	4	2	—	—	—
6	+3	Magic Item Tinker	5	3	2	6	4	2	—	—	—
7	+3	Flash of Genius	5	3	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	5	3	2	7	4	3	—	—	—
9	+4	Subclass feature	5	3	2	9	4	3	2	—	—
10	+4	Magic Item Adept	6	4	3	9	4	3	2	—	—
11	+4	Spell-Storing Item	6	4	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	6	4	3	10	4	3	3	—	—
13	+5	—	6	4	3	11	4	3	3	1	—
14	+5	Advanced Artifice	7	5	4	11	4	3	3	1	—
15	+5	Subclass feature	7	5	4	12	4	3	3	2	—
16	+5	Ability Score Improvement	7	5	4	12	4	3	3	2	—
17	+6	—	7	5	4	14	4	3	3	3	1
18	+6	Magic Item Master	8	6	4	14	4	3	3	3	1
19	+6	Epic Boon	8	6	4	15	4	3	3	3	2
20	+6	Soul of Artifice	8	6	4	15	4	3	3	3	2

Level 1: Spellcasting

You have learned how to channel magical energy through objects. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules with Artificer spells, which appear in the Artificer spell list later in the class's description.

Tools Required. You produce your Artificer spells through tools. You can use **Thieves' Tools**, **Tinker's Tools**, or another kind of Artisan's Tools with which you have proficiency as a Spellcasting Focus, and you must have one of those focuses in hand when you cast an Artificer spell (meaning the spell has an *M* component when you cast it).

Cantrips. You know two Artificer cantrips of your choice. ***Acid Splash*** and ***Prestidigitation*** are recommended.

Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Artificer cantrip of your choice.

When you reach Artificer levels 10 and 14, you learn another Artificer cantrip of your choice, as shown in the Cantrips column of the Artificer Features table.

Spell Slots. The Artificer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Artificer spells. ***Cure Wounds*** and ***Grease*** are recommended.

The number of spells on your list increases as you gain Artificer levels, as shown in the Prepared Spells column of the Artificer Features table. Whenever that number increases, choose additional Artificer spells until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Artificer, your list of prepared spells can include six Artificer spells of levels 1 and 2 in any combination.

If another Artificer feature gives you spells that you always have prepared, those don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Artificer spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Artificer spells for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Artificer spells.

Level 1: Tinker's Magic

You know the ***Mending*** cantrip.

As a Magic action while holding **Tinker's Tools**, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:

Ball Bearings	**Flask**	**Pouch**
Basket	**Grappling Hook**	**Rope**
Bedroll	**Hunting Trap**	**Sack**
Bell	**Jug**	**Shovel**
Blanket	**Lamp**	**Spikes, Iron**
Block and Tackle	**Manacles**	**String**
Bottle, Glass	**Net**	**Tinderbox**
Bucket	**Oil**	**Torch**
Caltrops	**Paper**	**Vial**
Candle	**Parchment**	
Crowbar	**Pole**	

See the rules for the item in the *Player's Handbook*. The item lasts until you finish a Long Rest, at which point it vanishes.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 2: Replicate Magic Item

You have learned arcane plans that you use to make magic items.

Plans Known. When you gain this feature, choose four plans to learn from the Magic Item Plans (Artificer Level 2+) table (see the *Dungeon Master's Guide* for the items' descriptions). ***Bag of Holding***, ***Cap of Water Breathing***, ***Sending Stones***, and ***Wand of the War Mage*** are recommended. Whenever you gain an Artificer level, you can replace one of the plans you know with a new plan for which you qualify.

You learn another plan of your choice when you reach certain Artificer levels, as shown in the Plans Known column of the Artificer Features table. When you choose a plan to learn, you choose it from any Magic Item Plans table for which you qualify; your qualification is based on your Artificer level.

Creating an Item. When you finish a Long Rest, you can create one or two different magic items if you have **Tinker's Tools** in hand. Each item is based on one of the plans you know for this feature.

If a created item requires Attunement, you can attune yourself to it the instant you create it. If you decide to attune to the item later, you must do so using the normal process for Attunement.

When you reach certain Artificer levels specified in the Magic Items column of the Artificer Features table, the number of magic items you can create at the end of a Long Rest increases. Each item you create must be based on a different plan you know.

You can't have more magic items from this feature than the number shown in the Magic Items column of the Artificer Features table for your level. If you try to exceed your maximum number of magic items for this feature, the oldest item vanishes, and then the new item appears.

Duration. A magic item created by this feature functions as the normal magic item, except its magic isn't permanent; when you die, the magic item vanishes after 1d4 days. If you replace a plan you know with a new plan, any magic item created with the replaced plan immediately vanishes.

If an item that you created with this feature is a container, such as a ***Bag of Holding***, and it vanishes, its contents harmlessly appear in and around its space.

Spellcasting Focus. You can use any Wand or Weapon created by this feature as a Spellcasting Focus in lieu of using a set of Artisan's Tools.

CRAFTING MORE MAGIC ITEMS

The Replicate Magic Item feature isn't the only way for an Artificer to make magic items. The *Dungeon Master's Guide* provides rules for characters— not just Artificers— who want to make magic items of all sorts. Though many different characters can make magic items, Artificers can do it faster than others; each Artificer subclass improves a character's speed at making items of a certain category.

When an Artificer crafts a magic item using the normal rules in the *Dungeon Master's Guide*, the character gains no special connection to that item. Class features that refer to items created by your Replicate Magic Item feature don't apply to items you craft by other means.

Magic Item Plans (Artificer Level 2+)

Magic Item Plan	Attunement
Alchemy Jug	No
Bag of Holding	No
Cap of Water Breathing	No
Common magic item that isn't a Potion, a Scroll, or cursed*	Varies
Goggles of Night	No
Manifold Tool†	Yes
Repeating Shot†	Yes
Returning Weapon†	No
Rope of Climbing	No
Sending Stones	No
Shield, +1	No
Wand of Magic Detection	No
Wand of Secrets	No
Wand of the War Mage, +1	Yes
Weapon, +1	No
Wraps of Unarmed Power, +1	No
*You can learn this option multiple times and must select a different item each time; each item selected counts as a different plan.	
† See the appendix.	

Magic Item Plans (Artificer Level 6+)

Magic Item Plan	Attunement
Armor, +1	No
Boots of Elvenkind	No
Boots of the Winding Path†	Yes
Cloak of Elvenkind	Yes
Cloak of the Manta Ray	Yes
Dazzling Weapon†	Yes
Eyes of Charming	Yes
Eyes of Minute Seeing	No
Gloves of Thievery	No
† See the appendix.	

Magic Item Plan	Attunement
Helm of Awareness†	No
Lantern of Revealing	No
Mind Sharpener†	Yes
Necklace of Adaptation	Yes
Pipes of Haunting	No
Repulsion Shield†	No
Ring of Swimming	No
Ring of Water Walking	No
Sentinel Shield	No
Spell-Refueling Ring†	Yes
Wand of Magic Missiles	No
Wand of Web	Yes
Weapon of Warning	Yes
† See the appendix.	

Magic Item Plans (Artificer Level 10+)

Magic Item Plan	Attunement
Armor of Resistance	Yes
Dagger of Venom	No
Elven Chain	No
Ring of Feather Falling	Yes
Ring of Jumping	Yes
Ring of Mind Shielding	Yes
Shield, +2	No
Uncommon Wondrous Item that isn't cursed*	Varies
Wand of the War Mage, +2	Yes
Weapon, +2	No
Wraps of Unarmed Power, +2	No
*You can learn this option multiple times and must select a different item each time; each item selected counts as a different plan.	

Magic Item Plans (Artificer Level 14+)

Magic Item Plan	Attunement
Armor, +2	No
Arrow-Catching Shield	Yes
Flame Tongue	Yes
Rare Wondrous Item that isn't cursed*	Varies
Ring of Free Action	Yes
Ring of Protection	Yes
Ring of the Ram	Yes
*You can learn this option multiple times and must select a different item each time; each item selected counts as a different plan.	

Level 3: Artificer Subclass

You gain an Artificer subclass of your choice. The Alchemist, Armorer, Artillerist, Battle Smith, and Cartographer subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Artificer levels. For the rest of your career, you gain each of your subclass's features that are of your Artificer level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Artificer levels 8, 12, and 16.

Level 6: Magic Item Tinker

Your Replicate Magic Item feature gains the following options.

Charge Magic Item. As a Bonus Action, you can touch a magic item within 5 feet of yourself that you created with Replicate Magic Item and that uses charges. You expend a level 1+ spell slot and recharge the item. The number of charges the item regains is equal to the level of spell slot expended.

Drain Magic Item. As a Bonus Action, you can touch a magic item within 5 feet of yourself that you created with Replicate Magic Item and cause the item to vanish, converting its magical energy into a spell slot. The slot is level 1 if the item is Common or level 2 if the item is Uncommon or Rare. Once you use this feature, you can't do so again until you finish a Long Rest. Any spell slot you create with this feature vanishes when you finish a Long Rest.

Transmute Magic Item. As a Magic action, you can touch one magic item within 5 feet of yourself that you created with Replicate Magic Item and transform it into a different magic item. The resulting item must be based on a magic item plan you know. Once you use this feature, you can't do so again until you finish a Long Rest.

Level 7: Flash of Genius

When you or a creature you can see within 30 feet of you fails an ability check or a saving throw, you can take a Reaction to add a bonus to the roll, potentially causing it to succeed. The bonus equals your Intelligence modifier (minimum of +1).

You can take this Reaction a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Level 10: Magic Item Adept

You can now attune to up to four magic items at once.

Level 11: Spell-Storing Item

Whenever you finish a Long Rest, you can touch one Simple or Martial weapon or one item that you can use as a Spellcasting Focus, and you store a spell in it, choosing a level 1, 2, or 3 Artificer spell that has a casting time of an action and doesn't require a Material component that is consumed by the spell (you needn't have the spell prepared).

While holding the object, a creature can take a Magic action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires Concentration, the creature must concentrate. Once a creature has used the object to produce the spell's effect, the object can't be used this way again until the start of the creature's next turn.

The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

Level 14: Advanced Artifice

You gain the following benefits.

Magic Item Savant. You can now attune to up to five magic items at once.

Refreshed Genius. When you finish a Short Rest, you regain one expended use of your Flash of Genius feature.

Level 18: Magic Item Master

You can now attune to up to six magic items at once.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Energy Resistance is recommended.

Level 20: Soul of Artifice

You have developed a mystical connection to your magic items, which you can draw on for aid. You gain the following benefits.

Cheat Death. If you're reduced to 0 Hit Points but not killed outright, you can disintegrate any number of Uncommon or Rare magic items created by your Replicate Magic Item feature. If you do so, your Hit Points instead change to a number equal to 20 times the number of magic items disintegrated.

Magical Guidance. When you finish a Short Rest, you regain all expended uses of your Flash of Genius if you have Attunement to at least one magic item.

Artificer Spell List

This section presents the Artificer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires **Concentration**, *R* means it's a **Ritual**, and *M* means it requires a specific Material component.

Cantrips (Level 0 Artificer Spells)

Spell	School	Special
Acid Splash	Evocation	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Guidance	Divination	C
Light	Evocation	—
Mage Hand	Conjuration	—
Message	Transmutation	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Ray of Frost	Evocation	—
Resistance	Abjuration	C
Shocking Grasp	Evocation	—
Spare the Dying	Necromancy	—
Thorn Whip	Transmutation	—
Thunderclap	Evocation	—
True Strike	Divination	M

Level 1 Artificer Spells

Spell	School	Special
Alarm	Abjuration	R
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
Faerie Fire	Evocation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Grease	Conjuration	—
Identify	Divination	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Purify Food and Drink	Transmutation	R
Sanctuary	Abjuration	—

Level 2 Artificer Spells

Spell	School	Special
Aid	Abjuration	—
Alter Self	Transmutation	C

*Appears in this chapter.

Spell	School	Special
Arcane Lock	Abjuration	M
Arcane Vigor	Abjuration	–
Blur	Illusion	C
Continual Flame	Evocation	M
Darkvision	Transmutation	–
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Heat Metal	Transmutation	C
*Homunculus Servant**	Conjuration	R, M
Invisibility	Illusion	C
Lesser Restoration	Abjuration	–
Levitate	Transmutation	C
Magic Mouth	Illusion	R, M
Magic Weapon	Transmutation	–
Protection from Poison	Abjuration	–
Rope Trick	Transmutation	–
See Invisibility	Divination	–
Spider Climb	Transmutation	C
Web	Conjuration	C
*Appears in this chapter.		

Level 3 Artificer Spells

Spell	School	Special
Blink	Transmutation	–
Create Food and Water	Conjuration	–
Dispel Magic	Abjuration	–
Elemental Weapon	Transmutation	C
Fly	Transmutation	C
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Protection from Energy	Abjuration	C
Revivify	Necromancy	M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R

Level 4 Artificer Spells

Spell	School	Special
Arcane Eye	Divination	C
Fabricate	Transmutation	–
Freedom of Movement	Abjuration	–
Leomund's Secret Chest	Conjuration	M
Mordenkainen's Faithful Hound	Conjuration	–
Mordenkainen's Private Sanctum	Abjuration	–
Otiluke's Resilient Sphere	Abjuration	C

Spell	School	Special
Stone Shape	Transmutation	–
Stoneskin	Transmutation	C, M
Summon Construct	Conjuration	C, M

Level 5 Artificer Spells

Spell	School	Special
Animate Objects	Transmutation	C
Bigby's Hand	Evocation	C
Circle of Power	Abjuration	C
Creation	Illusion	–
Greater Restoration	Abjuration	M
Wall of Stone	Evocation	C

ARTIFICER SUBCLASSES

An Artificer subclass is a specialization that grants you features at certain Artificer levels, as specified in the subclass. This section presents the Alchemist, Armorer, Artillerist, Battle Smith, and Cartographer.

ALCHEMIST

Craft Magic Elixirs and Potions

ARTIST: JOHN GRELLO

ALCHEMIST SUBCLASS

An Alchemist is an expert at combining reagents to produce magical effects. Alchemists use their creations to give life and to leech it away.

LEVEL 3: TOOLS OF THE TRADE

You gain the following benefits.

Tool Proficiency. You gain proficiency with **Alchemist's Supplies** and the **Herbalism Kit**. If you already have one of these proficiencies, you gain proficiency with one other type of Artisan's Tools of your choice (or with two other types if you have both).

Potion Crafting. When you brew a potion using the crafting rules in the *Dungeon Master's Guide*, the amount of time required to craft it is halved.

LEVEL 3: ALCHEMIST SPELLS

When you reach an Artificer level specified in the Alchemist Spells table, you thereafter always have the listed spells prepared.

ALCHEMIST SPELLS

Artificer Level	Spells
3	***Healing Word*, *Ray of Sickness***
5	***Flaming Sphere*, *Melf's Acid Arrow***
9	***Gaseous Form*, *Mass Healing Word***
13	***Death Ward*, *Vitriolic Sphere***
17	***Cloudkill*, *Raise Dead***

LEVEL 3: EXPERIMENTAL ELIXIR

Whenever you finish a Long Rest while holding **Alchemist's Supplies**, you can use that tool to magically produce two elixirs. For each elixir, roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. The elixir appears in a vial, and the vial vanishes when the elixir is drunk or poured out. If any elixir remains when you finish a Long Rest, the elixir and its vial vanish.

Drinking an Elixir. As a Bonus Action, a creature can drink the elixir or administer it to another creature within 5 feet of itself.

Creating Additional Elixirs. As a Magic action while holding **Alchemist's Supplies**, you can expend one spell slot to create another elixir. When you do so, you choose its effect from the Experimental Elixir table rather than rolling.

When you reach certain Artificer levels, you can make an additional elixir at the end of each Long Rest: a total of three at level 5, four at level 9, and five at level 15.

Experimental Elixir

1d6	Effect
1	***Healing.*** The drinker regains a number of Hit Points equal to 2d8 plus your Intelligence modifier. The number of Hit Points restored increases by 1d8 when you reach Artificer levels 9 (3d8) and 15 (4d8).
2	***Swiftness.*** The drinker's Speed increases by 10 feet for 1 hour. This bonus increases when you reach Artificer levels 9 (15 feet) and 15 (20 feet).
3	***Resilience.*** The drinker gains a +1 bonus to AC for 10 minutes. The duration increases when you reach Artificer levels 9 (1 hour) and 15 (8 hours).
4	***Boldness.*** The drinker can roll 1d4 and add the number rolled to every attack roll and saving throw it makes for the next minute. The duration increases when you reach Artificer levels 9 (10 minutes) and 15 (1 hour).
5	***Flight.*** The drinker gains a Fly Speed of 10 feet for 10 minutes. The Fly Speed increases when you reach Artificer levels 9 (20 feet) and 15 (30 feet).
6	You determine the elixir's effect by choosing one of the other rows in this table.

Level 5: Alchemical Savant

Whenever you cast a spell using your **Alchemist's Supplies** as the Spellcasting Focus, you gain a bonus to one roll of the spell. That roll must restore Hit Points or be a damage roll that deals Acid, Fire, or Poison damage. The bonus equals your Intelligence modifier (minimum bonus of +1).

Level 9: Restorative Reagents

You can cast ***Lesser Restoration*** without expending a spell slot and without preparing the spell, provided you use **Alchemist's Supplies** as the Spellcasting Focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 15: Chemical Mastery

You gain the following benefits.

Alchemical Eruption. When you cast an Artificer spell that deals Acid, Fire, or Poison damage to a target, you can also deal 2d8 Force damage to that target. You can use this benefit only once on each of your turns.

Chemical Resistance. You gain Resistance to Acid damage and Poison damage. You also gain Immunity to the **Poisoned** condition.

Conjured Cauldron. You can cast ***Tasha's Bubbling Cauldron*** without expending a spell slot, without preparing the spell, and without Material components, provided you use **Alchemist's Supplies** as the Spellcasting Focus. Once you use this feature, you can't use it again until you finish a Long Rest.

Armorer

Craft Magic Armor to Enhance Your Abilities

ARTIST: JOHN GRELLO

ARMORER SUBCLASS

An Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the Armorer's magic, unleash potent attacks, and generate a formidable defense.

Level 3: Tools of the Trade

You gain the following benefits.

Armor Training. You gain training with Heavy armor.

Tool Proficiency. You gain proficiency with **Smith's Tools**. If you already have this tool proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.

Armor Crafting. When you craft nonmagical or magic armor, the amount of time required to craft it is halved.

Level 3: Armorer Spells

When you reach an Artificer level specified in the Armorer Spells table, you thereafter always have the listed spells prepared.

Armorer Spells

Artificer Level	Spells
3	*Magic Missile*, *Thunderwave*
5	*Mirror Image*, *Shatter*
9	*Hypnotic Pattern*, *Lightning Bolt*
13	*Fire Shield*, *Greater Invisibility*
17	*Passwall*, *Wall of Force*

Level 3: Arcane Armor

As a Magic action while you have **Smith's Tools** in hand, you can turn a suit of armor you are wearing into Arcane Armor. The armor continues to be Arcane Armor until you don another suit of armor or you die.

You gain the following benefits while wearing your Arcane Armor.

No Strength Requirement. If the armor normally has a Strength requirement, the Arcane Armor lacks this requirement for you.

Quick Don and Doff. You can don or doff the armor as a **Utilize** action. The armor can't be removed against your will.

Spellcasting Focus. You can use the Arcane Armor as a Spellcasting Focus for your Artificer spells.

Level 3: Armor Model

You can customize your Arcane Armor. When you do so, choose one of the following armor models: Dreadnaught, Guardian, or Infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of your Strength or Dexterity modifier, to the attack and damage rolls.

You can change the armor's model whenever you finish a Short or Long Rest if you have **Smith's Tools** in hand.

Dreadnaught. You design your armor to become a towering juggernaut in battle. It has the following features:

Force Demolisher. An arcane wrecking ball or sledgehammer projects from your armor. The demolisher counts as a Simple Melee weapon with the **Reach** property, and it deals 1d10 Force damage on a hit. If you hit a creature that is at least one size smaller than you with the demolisher, you can push the creature up to 10 feet straight away from yourself or pull the creature up to 10 feet toward yourself.

Giant Stature. As a Bonus Action, you transform and enlarge your armor for 1 minute. For the duration, your reach increases by 5 feet, and if you are smaller than Large, you become Large, along with anything you are wearing. If there isn't enough room for you to increase your size, your size doesn't change. You can use this Bonus Action a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Guardian. You design your armor to be in the front line of conflict. It has the following features:

Thunder Pulse. You can discharge concussive blasts with strikes from your armor. The pulse counts as a Simple Melee weapon and deals 1d8 Thunder damage on a hit. A creature hit by the pulse has Disadvantage on attack rolls against targets other than you until the start of your next turn.

Defensive Field. While **Bloodied**, you can take a Bonus Action to gain **Temporary Hit Points** equal to your Artificer level. You lose these Temporary Hit Points if you doff the armor.

Infiltrator. You customize your armor for subtler undertakings. It has the following features:

Lightning Launcher. A gemlike node appears on your armor, from which you can shoot bolts of lightning. The launcher counts as a Simple Ranged weapon with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 Lightning damage on a hit. Once on each of your turns when you hit a creature with the launcher, you can deal an extra 1d6 Lightning damage to that target.
Powered Steps. Your Speed increases by 5 feet.
Dampening Field. You have Advantage on Dexterity (**Stealth**) checks. If the armor imposes Disadvantage on such checks, the Advantage and Disadvantage cancel each other, as normal.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 9: Improved Armorer

You gain the following benefits.

Armor Replication. You learn an additional plan for your Replicate Magic Item feature, and it must be in the Armor category. If you replace that plan, you must replace it with another Armor plan.

In addition, you can create an additional item with that feature, and the item must also be in the Armor category.

Improved Arsenal. You gain a +1 bonus to attack and damage rolls made with the special weapon of your Arcane Armor model.

Level 15: Perfected Armor

Your Arcane Armor gains additional benefits based on its model, as detailed below.

Dreadnaught. The damage die of your Force Demolisher increases to 2d6 Force damage.

In addition, when you use your Giant Stature, your reach increases by 10 feet, your size can increase to Large or Huge (your choice), and you have Advantage on Strength checks and Strength saving throws for the duration.

Guardian. The damage die of your Thunder Pulse increases to 1d10 Thunder damage.

In addition, when a Huge or smaller creature you can see ends its turn within 30 feet of you, you can take a Reaction to magically force that creature to make a Strength saving throw against your spell save DC. On a failed save, you pull the creature up to 25 feet directly toward you to an unoccupied space. If you pull the target to a space within 5 feet of yourself, you can make a melee weapon attack against it as part of this Reaction.

You can take this Reaction a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Infiltrator. The damage die of your Lightning Launcher increases to 2d6 Lightning damage. Any creature that takes Lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds **Dim Light** in a 5-foot radius, and it has Disadvantage on attack rolls against you, as the light jolts it if it attacks you.

Additionally, as a Bonus Action, you can gain a Fly Speed equal to twice your Speed until the end of the current turn. You can take this Bonus Action a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Artillerist

Wield Destructive Power from Afar

ARTIST: JOHN THACKER

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield.

ARTILLERIST SUBCLASS

Level 3: Tools of the Trade

You gain the following benefits.

Ranged Weaponry. You gain proficiency with Martial Ranged weapons.

Tool Proficiency. You gain proficiency with **Woodcarver's Tools**. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.

Wand Crafting. When you craft a magic Wand, the amount of time required to craft it is halved.

Level 3: Artillerist Spells

When you reach an Artificer level specified in the Artillerist Spells table, you thereafter always have the listed spells prepared.

Artillerist Spells

Artificer Level	Spells
3	*Shield*, *Thunderwave*
5	*Scorching Ray*, *Shatter*
9	*Fireball*, *Wind Wall*
13	*Ice Storm*, *Wall of Fire*
17	*Cone of Cold*, *Wall of Force*

Level 3: Eldritch Cannon

Using **Smith's Tools** or **Woodcarver's Tools**, you can take a Magic action to create a Small or Tiny Eldritch Cannon in an unoccupied space on a horizontal surface within 5 feet of yourself. The cannon's game statistics appear below. You determine its appearance, including whether you carry it or not (and your choice of legs or wheels, for the latter). It disappears if it is reduced to 0 Hit Points or after 1 hour. You can dismiss it early as a Magic action.

Once you create a cannon, you can't do so again until you finish a Long Rest or expend a spell slot to create one. You can have only one cannon at a time and can't create one while you already have one.

Eldritch Cannon

Small or Tiny Object

Armor Class: 18 **Hit Points:** 5 × your Artificer level (casting ***Mending*** on the cannon restores 2d6 Hit Points to it)

Immunities: Poison, Psychic

Activate Cannon (Requires You to Be within 60 Feet of the Cannon). As a Bonus Action, you order the cannon to use the Flamethrower, Force Ballista, or Protector option below; you can direct the cannon to move up to 15 feet before or after that option:

Flamethrower. The cannon blasts fire in a 15-foot **Cone**. Each creature in that area makes a Dexterity saving throw against your spell save DC, taking 2d8 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren't being worn or carried start burning.
Force Ballista. Make a ranged spell attack originating from the cannon at one creature or object within 120 feet of it. On a hit, the target takes 2d8 Force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.
Protector. The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of the cannon a number of **Temporary Hit Points** equal to 1d8 plus your Intelligence modifier (minimum of +1).

Level 5: Arcane Firearm

When you finish a Long Rest, you can use **Woodcarver's Tools** to carve special sigils into a Rod, Staff, Wand, or Martial Ranged weapon and thereby turn it into your Arcane Firearm. The sigils disappear from the object if you later carve them on a different item. The sigils otherwise last indefinitely.

You can use your Arcane Firearm as a Spellcasting Focus for your Artificer spells. When you cast an Artificer spell through the firearm, roll 1d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

Level 9: Explosive Cannon

Every Eldritch Cannon you create is now more destructive. You gain the following benefits.

Detonate. When your cannon takes damage, you can take a Reaction to command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d10 Force damage on a failed save or half as much damage on a successful one.

Firepower. The cannon's damage rolls and the number of **Temporary Hit Points** granted by Protector increase by 1d8.

Level 15: Fortified Position

You're a master at forming well-defended emplacements using your Eldritch Cannon. You gain the following benefits.

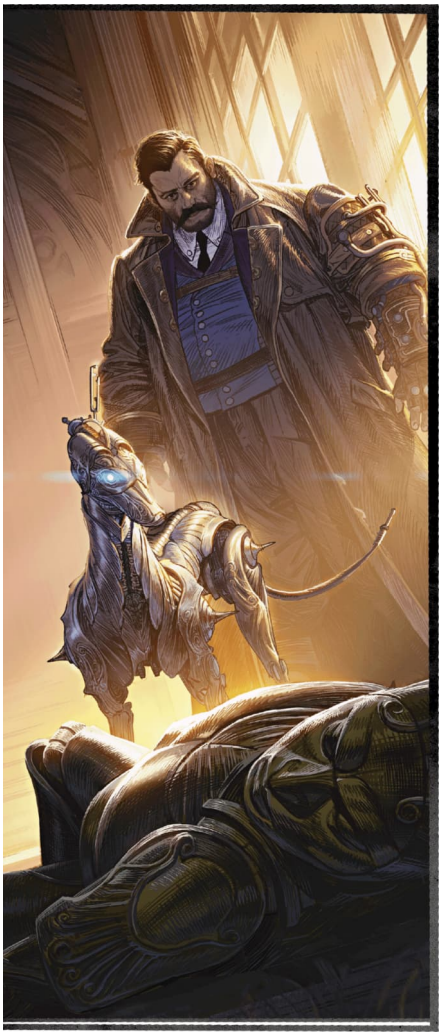
Double Firepower. You can now have two cannons at the same time, and you can create two with the same Magic action. (If you expend a spell slot to create the first cannon, you must expend another spell slot to create the second.) You can activate both of them with the same Bonus Action, ordering them to use the same activation option or different ones. You can't create a third cannon while you have two.

Shimmering Field Projection. You and your allies have **Half Cover** while within 10 feet of your Eldritch Cannon.

Battle Smith

Command a Construct Guardian

ARTIST: MICHAEL BROUSSARD



BATTLE SMITH SUBCLASS

A Battle Smith is a combination of protector and medic, an expert at defending others and repairing both materiel and personnel. To aid in their work, Battle Smiths are accompanied by a Steel Defender, a protective companion of their own creation.

Level 3: Tools of the Trade

You gain the following benefits.

Tool Proficiency. You gain proficiency with **Smith's Tools**. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.

Weapon Crafting. When you craft a nonmagical or magic weapon, the amount of time required to craft it is halved.

Level 3: Battle Smith Spells

When you reach an Artificer level specified in the Battle Smith Spells table, you thereafter always have the listed spells prepared.

Battle Smith Spells

Artificer Level	Spells
3	*Heroism, Shield*
5	*Shining Smite, Warding Bond*
9	*Aura of Vitality, Conjure Barrage*
13	*Aura of Purity, Fire Shield*
17	*Banishing Smite, Mass Cure Wounds*

Level 3: Battle Ready

Your combat training and your experiments with magic have paid off in two ways.

Arcane Empowerment. When you attack with a magic weapon, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier, for the attack and damage rolls.

Weapon Knowledge. You gain proficiency with Martial weapons. You can use a weapon with which you have proficiency as a Spellcasting Focus for your Artificer spells.

Level 3: Steel Defender

Your tinkering has borne you a companion, a **Steel Defender** (see the stat block). You determine the defender's appearance and whether it has two legs or four; your choices don't affect the defender's game statistics.

The defender is **Friendly** to you and your allies and obeys you. It vanishes if you die.

The Defender in Combat. In combat, the defender acts during your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. If you have the **Incapacitated** condition, the defender acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Defender. If the defender has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The defender returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can create a new defender if you have **Smith's Tools** in hand. If you already have a defender from this feature, the first one vanishes.

Steel Defender

Medium Construct, Neutral

AC 12 + your Intelligence modifier

HP 5 + five times your Artificer level (the defender has a number of Hit Dice [d8s] equal to your Artificer level)

Speed 40 ft.

Ability	Score	Mod	Save
STR	14	+2	+2
Dex	12	+1	+1
Con	14	+2	+2

Ability	Score	Mod	Save
Int	4	−3	−3
Wis	10	+0	+0
Cha	6	−2	−2

Immunities Poison; **Charmed**, Exhaustion, **Poisoned**

Senses **Darkvision** 60 ft.; **Passive Perception** 10

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Steel Bond. Add your Proficiency Bonus to any ability check or saving throw the defender makes.

Actions

Force-Empowered Rend. *Melee* ***Attack*** *Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 2 plus your Intelligence modifier Force damage.

Repair (3/Day). The defender, or one Construct or object it can see within 5 feet of itself, regains a number of **Hit Points** equal to 2d8 plus your Intelligence modifier.

Reactions

Deflect Attack. *Trigger:* A creature the defender can see within 5 feet of itself makes an attack roll against a creature other than the defender. *Response:* The triggering creature makes the attack roll with **Disadvantage**.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn. You can forgo one of your attacks when you take the Attack action to command your **Steel Defender** to take the Force-Empowered Rend action.

Level 9: Arcane Jolt

When either you hit a target with an attack roll using a magic weapon or your **Steel Defender** hits a target, you can channel magical energy through the strike to create one of the following effects:

Destructive Energy. The target takes an extra 2d6 Force damage.
Restorative Energy. Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 Hit Points to it.
You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once per turn. You regain all expended uses when you finish a Long Rest.

Level 15: Improved Defender

Your Arcane Jolt and Steel Defender have become more powerful, granting these benefits.

Improved Jolt. The extra damage and healing of your Arcane Jolt both increase to 4d6.

Improved Deflection. Whenever your **Steel Defender** uses its Deflect Attack, the attacker takes Force damage equal to 1d4 plus your Intelligence modifier.

Cartographer

Chart Advantageous Courses through Turmoil

ARTIST: DAARKEN

CARTOGRAPHER SUBCLASS

Cartographers are the premier navigators and reconnaissance agents. Using their creations, Cartographers can highlight threats, safeguard allies, and carve portals to distant locations.

Level 3: Tools of the Trade

You gain the following benefits.

Tool Proficiency. You gain proficiency with **Calligrapher's Supplies** and **Cartographer's Tools**. If you already have one of these proficiencies, you gain proficiency with one other type of Artisan's Tools of your choice (or with two other types if you have both).

Scroll Crafting. When you scribe a ***Spell Scroll*** using the crafting rules in the *Player's Handbook*, the amount of time required to craft it is halved.

Level 3: Cartographer Spells

When you reach an Artificer level specified in the Cartographer Spells table, you thereafter always have the listed spells prepared.

Cartographer Spells

Artificer Level	Spells
3	***Faerie Fire, Guiding Bolt, Healing Word***
5	***Locate Object, Mind Spike***
9	***Call Lightning, Clairvoyance***
13	***Banishment, Locate Creature***
17	***Scrying, Teleportation Circle***

Level 3: Adventurer's Atlas

Whenever you finish a Long Rest while holding **Cartographer's Tools**, you can use that tool to create a set of magical maps by touching at least two creatures (one of whom can be yourself), up to a maximum number of creatures equal to 1 plus your Intelligence modifier (minimum of two creatures). Each target receives a magical map, which constantly updates to show the relative position of all the map holders but is illegible to all others. The maps last until you die or until you use this feature again, at which point any existing maps created by this feature immediately vanish.

While carrying the map, a target gains the following benefits.

Awareness. The target adds 1d4 to its Initiative rolls.

Positioning. The target knows the location of all other map holders that are on the same plane of existence as itself. When casting a spell or creating another effect that requires being able to see the effect's target, a map holder can target another map holder regardless of sight or cover, so long as the other map holder is still within the effect's range.

Level 3: Mapping Magic

You gain the following benefits.

Illuminated Cartography. You can cast ***Faerie Fire*** without expending a spell slot, outlining the affected creatures as if in ink. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Portal Jump. On your turn, you can spend an amount of movement equal to half your Speed (round down) to teleport to an unoccupied space you can see within 10 feet of yourself or within 5 feet of a creature that is within 30 feet of you and holding one of your Adventurer's Atlas maps. You can't use this benefit if your Speed is 0.

Level 5: Guided Precision

Once per turn, whenever you cast a spell from your Cartographer Spells list or hit a creature affected by your ***Faerie Fire*** with an attack roll, you can add your Intelligence modifier to one damage roll of the spell or attack.

In addition, taking damage can't cause you to lose **Concentration** on ***Faerie Fire***.

Level 9: Ingenious Movement

When you use your Flash of Genius, you or a willing creature of your choice that you can see within 30 feet of yourself can teleport up to 30 feet to an unoccupied space you can see as part of that same Reaction.

Level 15: Superior Atlas

Your Adventurer's Atlas improves, gaining the following benefits.

Safe Haven. When a map holder would be reduced to 0 Hit Points but not killed outright, that creature can destroy its map. The creature's Hit Points instead change to a number equal to twice your Artificer level, and the creature is teleported to an unoccupied space within 5 feet of you or another map holder of its choice.

Unerring Path. If you are one of the map holders for your Adventurer's Atlas, you can cast ***Find the Path*** without expending a spell slot, without preparing the spell, and without needing spell components. Once you use this benefit, you can't use it again until you finish a Long Rest.

SPELL

This new spell appears on the Artificer's spell list.

Homunculus Servant

Level 2 Conjuration (Artificer)

Casting Time: 1 hour or **Ritual**

Range: 10 feet

Components: V, S, M (a gem worth 100+ GP)

Duration: Instantaneous

You summon a special homunculus in an unoccupied space within range. This creature uses the **Homunculus Servant** stat block. If you already have a homunculus from this spell, the homunculus is replaced by the new one. You determine the homunculus's appearance, such as a mechanical-looking bird, winged vial, or miniature animate cauldron.

Combat. The homunculus is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Homunculus Servant

Tiny Construct, Neutral

AC 13

HP 5 + 5 per spell level (the homunculus has a number of Hit Dice [d4s] equal to the spell's level)

Speed 20 ft., Fly 30 ft.

		Mod	Save
STR	4	−3	−3
DEX	15	+2	+2
CON	12	+1	+1

		Mod	Save
INT	10	+0	+0
WIS	10	+0	+0
CHA	7	−2	−2

Immunities Poison; Exhaustion, **Poisoned**

Senses **Darkvision** 60 ft.; **Passive Perception** 10

Languages **Telepathy** 1 mile (works only with you)

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the homunculus instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the **Incapacitated** condition.

Magic Bond. Add the spell's level to any ability check or saving throw the homunculus makes.

Actions

Force Strike. *Melee or Ranged* ***Attack*** *Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 30 ft. *Hit:* 1d6 plus the spell's level Force damage.

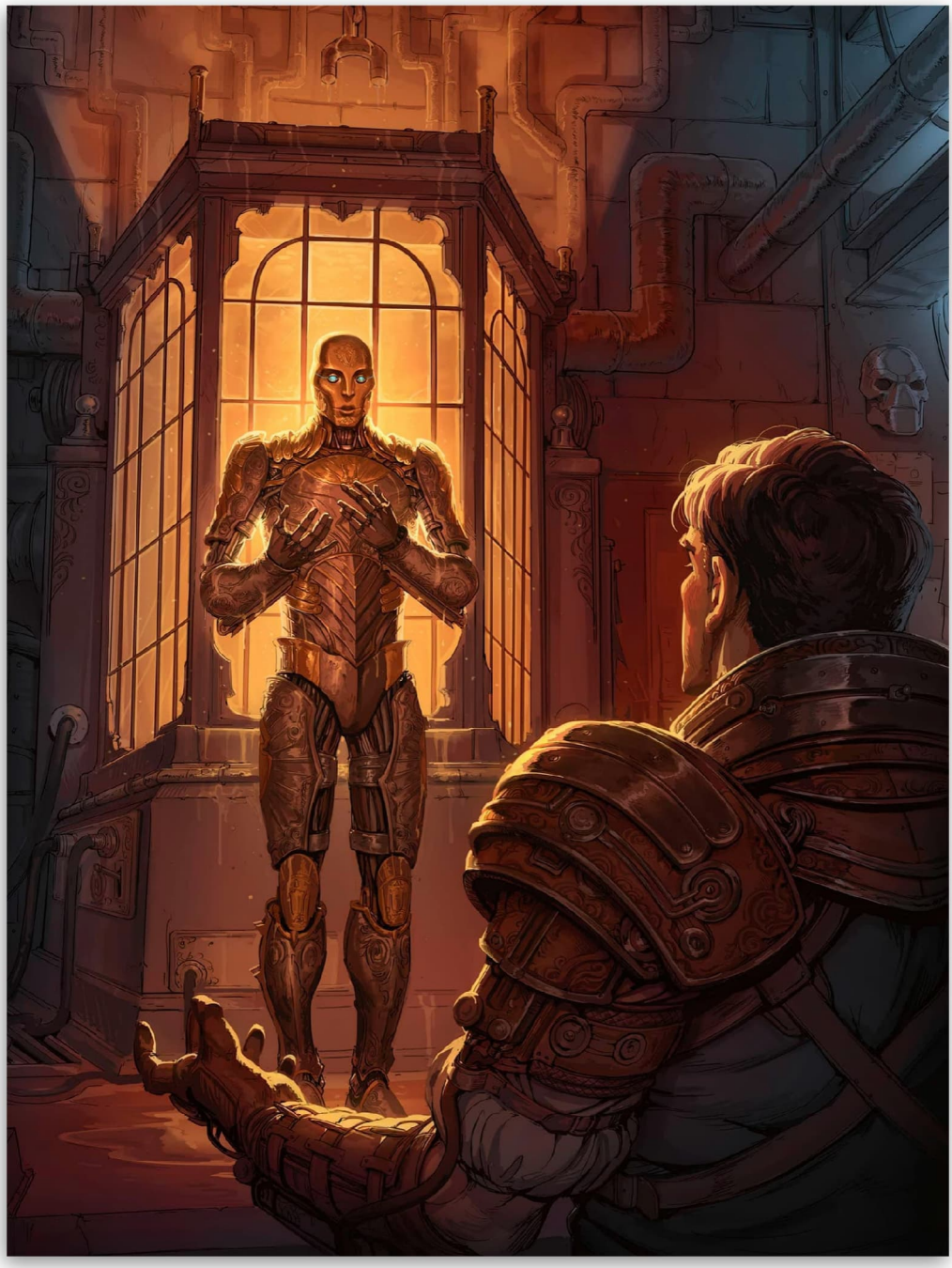
Reactions

Channel Magic. *Trigger:* You cast a spell that has a range of touch while the homunculus is within 120 feet of you. *Response:* The homunculus delivers the spell through its touch.

CHAPTER 02

CHARACTER OPTIONS

ARTIST: LEROY STEINMANN

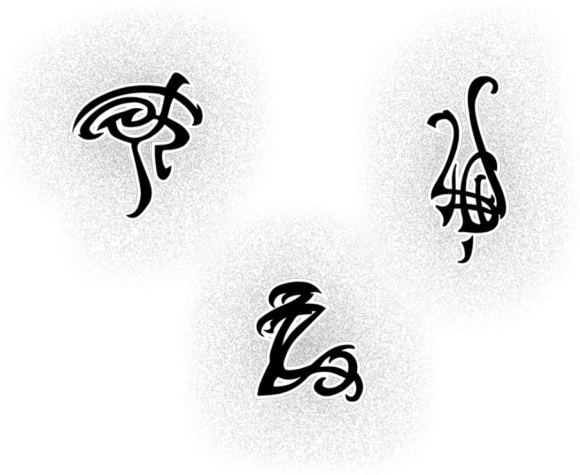


AN ARTIFICER AND HIS CREATION MEET EACH OTHER FOR THE FIRST TIME

THIS CHAPTER OFFERS NEW BACKGROUNDS, SPECIES, AND FEATS. THE KHORAVAR SPECIES IN THIS CHAPTER IS A NEW GAME OPTION, REPRESENTING EBERRON FOLK WHO are sometimes called half-elves. The Changeling, Kalashtar, Shifter, and Warforged species are new versions of species that have appeared in other books; in consultation with your DM, choose the version you prefer! The Dragonmark feats in this chapter offer a new way to join the dragonmarked houses.

DRAGONMARKS

ARTIST: LEE MOYER

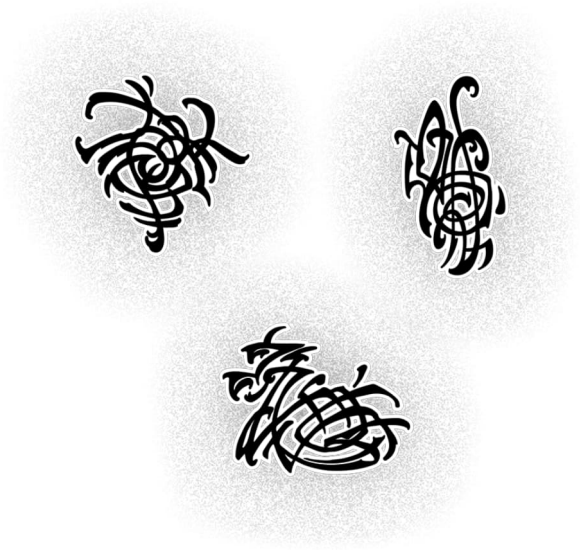


LEFT TO RIGHT: MARK OF DETECTION, MARK OF SHADOW, MARK OF MAKING

Dragonmarks are mysterious and magical symbols that appear on the skin of some people across Khorvaire. The twelve established dragonmarks are tied to specific family lines, and the scions of those families work hard at consolidating the power of the marks in order to maximize the profit and influence they gain from them. The Mark of Healing, for example, has given the halflings of House Jorasco an edge in providing medical care; the house has exploited that edge to the point where it remains virtually the only provider of healing services. Anyone outside the house who manifests the Mark of Healing is quickly pressured to join, regardless of their family line or species.

Greater Dragonmarks

ARTIST: LEE MOYER



LEFT TO RIGHT: GREATER MARK OF DETECTION, GREATER MARK OF SHADOW, GREATER MARK OF MAKING

Most dragonmarks are small—no more than the size of the bearer's palm—and grant limited magical power. And even these minor marks are rather rare. But rarer and more powerful marks appear on some individuals, both within and outside the dragonmarked houses. Greater dragonmarks manifest only on people who already possess an ordinary mark. When a greater dragonmark manifests, it grows from an ordinary mark and expands outward to two or three times the original mark's size.

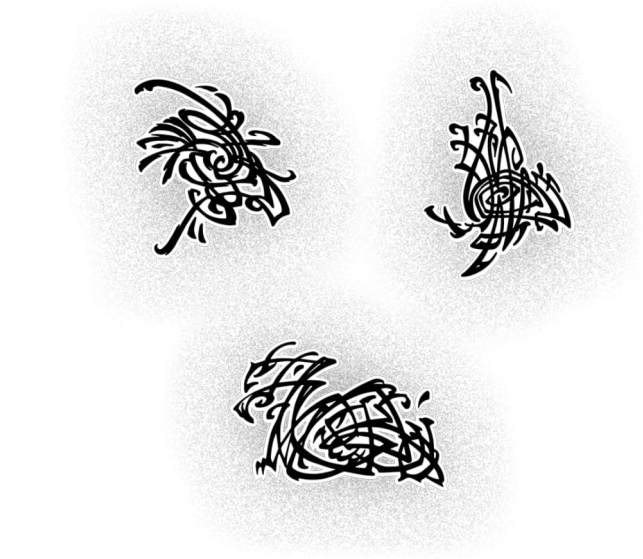
The dragonmarked houses view greater marks as more significant than ordinary marks in every way—more important to the livelihood of the house, more essential to keep under the house's control, and potentially more significant in terms of fulfilling the Draconic Prophecy that some believe is written in the marks.

Siberys Dragonmarks

While the people of Khorvaire have a limited understanding of dragonmarks, Siberys dragonmarks remain a complete mystery to them. The magic of these powerful marks clearly relates—visually and thematically—to the other marks in one's house. But a dragonmarked heir may spend years perfecting and mastering the powers of a mark without ever manifesting a Siberys mark. Meanwhile, an unmarked scion of a dragonmarked house might suddenly display one against all expectations.

Siberys marks are mighty, unpredictable, and rare, and the dragonmarked houses keep a careful eye on anyone who manifests one. If its power can serve the house, fine—but an heir of Siberys who doesn't conceal the dragonmark's ability or remain firmly aligned with the dragonmarked house is likely to become the target of assassins.

ARTIST: LEE MOYER



LEFT TO RIGHT: SIBERYS MARK OF DETECTION, SIBERYS MARK OF SHADOW, SIBERYS MARK OF MAKING

The Boon of Siberys, described in the "Feats" section later in this chapter, can reflect either a Siberys mark or a powerful aberrant mark. Alternatively, at a player's discretion and with the DM's approval, a character's acquisition of a different Epic Boon feat can represent the manifestation of a Siberys mark. A character with ties to House Lyrandar, for example, might choose the Boon of Energy Resistance, gaining Resistance to Lightning and Thunder damage, and manifest the Siberys mark of Storm. A character with ties to House Phiarlan or House Thuranni might represent the Siberys mark of Shadow by choosing the Boon of the Night Spirit.

WHAT'S NEW WITH DRAGONMARKS?

Compared to the rules in *Eberron: Rising from the Last War*, here's what's different about dragonmarks in this chapter:

The benefits of each dragonmark now derive from feats rather than species options. These feats belong to a special category, Dragonmark feats.

Dragonmark magic works a little differently than before: now you can use any spell slots you have to cast the spells your dragonmark grants you. In a few cases, this change called for adjustments to the Spells of the Mark feature of a dragonmark; see the "Dragonmark Feats" section of this chapter.

In addition to the Dragonmark feats, thirteen new General feats represent greater dragonmarks, and one more increases a mark's potency. And one new entry in the Epic Boon category, the Boon of Siberys, can represent either a powerful aberrant dragonmark or a Siberys mark.

A character of any species can take a Dragonmark feat and manifest a dragonmark. In the *Player's Handbook (2024)*, anyone who has a Ritual spell prepared can cast that spell as a Ritual. This rule means the Ritual spells granted by Dragonmark feats can now be cast as Rituals by anyone who has those feats.

Marks of Mystery

Centuries of manipulation and consolidation have caused the established dragonmarks to manifest primarily in members of certain family lines. However, exceptions have always existed, and they've grown increasingly common in recent years.

In *Eberron: Rising from the Last War*, only a character of a particular species could have each dragonmark. Those rules reflected the common perception that dragonmarks run only in family lines. This book instead allows a character of any species to manifest any dragonmark.

If you choose a dragonmark for your character, consider these four options for its origin.

Dragonmarked Heir

You are a member of a dragonmarked house and its family line—for example, if you bear the Mark of Healing, you could be a Halfling member of House Jorasco and related to the other dragonmarked heirs of the house. In this case, you have much in common with the NPC heirs of your house. The actions of your house influence you, although you and your DM can determine to what extent you become drawn into house politics.

Taking the background associated with your house (such as House Jorasco Heir) is the best way to build your character as a dragonmarked heir. Alternatively, you can take the House Agent background, or some other background reflecting your character's history, and choose a Dragonmark feat later in your career.

Since dragonmarks typically appear for the first time in situations of stress or peril where the power of the mark could prove useful, heirs of the dragonmarked houses undergo a rite of passage called the Test of Siberys in adolescence. Each house's test is different, but they all involve some danger designed to evoke the power of the house's mark. Usually, a dragonmark appears during the test, if it ever manifests at all, but heirs sometimes manifest their marks years after failing the Test of Siberys.

Distant Offshoot

You are a distant offshoot of a dragonmarked family line, sharing the species that most commonly manifests the mark but unencumbered by ties to its house. For example, you could be a Halfling with the Mark of Healing but with no ties to House Jorasco. You're an anomaly; if House Jorasco became aware of you, it would try to bring you and your family line into the house. To build this kind of character, choose a Dragonmark feat at level 4 or later.

Mark of Prophecy

You might bear a mark unrelated to your species. For example, you can choose to bear the Mark of Healing even if you're not a Halfling. Your dragonmark has nothing to do with the house's family line. It might be a direct mark of the Draconic Prophecy, or it could be an aberrant mark that happens to duplicate an established one. You'll probably never meet an NPC in the world like you, and House Jorasco might not claim you.

To build a character with a mark like this, choose a Dragonmark feat at level 4 or later or select a house background (or the Aberrant Heir background). With your DM's permission, you can alter some of the background's proficiencies to better reflect your character's origin.

Aberrant Mark

You bear an aberrant dragonmark. These rare marks appear on members of all species. Aberrant dragonmarks disturb the houses—you would be wise to avoid their attention. The Aberrant Heir background is the best way to build a character with an aberrant mark. Alternatively, choose another background and take the Aberrant Dragonmark feat at level 4 or later.

BACKGROUNDS

This section presents seventeen backgrounds using the same format as those in the *Player's Handbook*. The fourteen that represent dragonmarked heirs offer Dragonmark feats rather than Origin feats; the Dragonmark feats appear at the end of the chapter. Choosing one of these backgrounds is the only way to acquire a Dragonmark feat at level 1; characters who select a different background can choose Dragonmark feats anytime they have an unrestricted feat choice. The House Agent background grants house affiliation without a dragonmark.

In addition to the backgrounds connected to dragonmarks and their houses, the Archaeologist and Inquisitive backgrounds support the campaigns presented in this book (see chapters 4 and 6).

Aberrant Heir

ARTIST: KEVIN GNUTZMANS

Ability Scores: Strength, Constitution, Charisma

Feat: Aberrant Dragonmark (see "Dragonmark Feats")

Skill Proficiencies: **History** and **Intimidation**

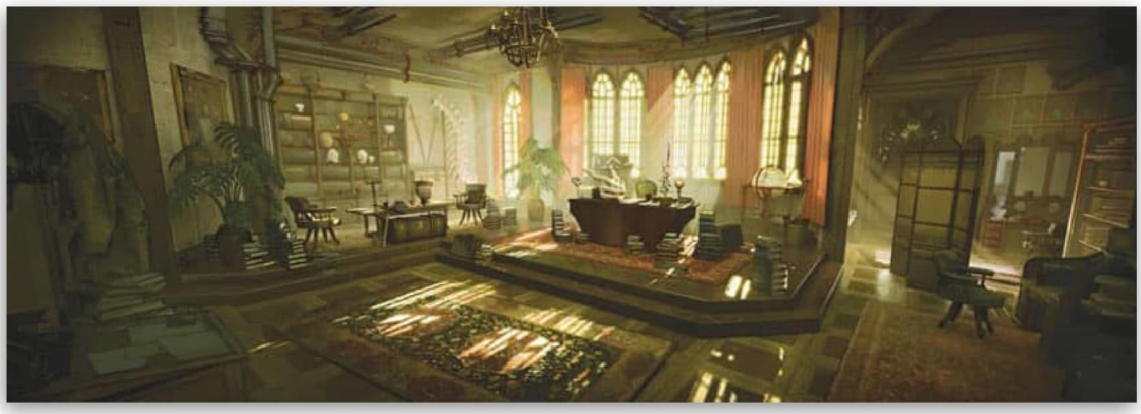
Tool Proficiency: **Disguise Kit**

Equipment: *Choose A or B:* (A) **Dagger**, **Disguise Kit**, **Costume**, **Traveler's Clothes**, 16 GP; or (B) 50 GP

Your aberrant dragonmark has made life challenging since it manifested. You might have hidden it successfully for most of your life or managed to avoid notice. Alternatively, you might have encountered suspicion and fear, perhaps coupled with the outright antagonism of one or more dragonmarked houses. You might have formed an association with the House Tarkanan criminal organization (named for one of the most notorious leaders of the aberrant dragonmarked in the War of the Mark twenty-five centuries ago). Or you might struggle to find your own way in the world, relying on your wits and the power of your mark.

Archaeologist

ARTIST: CULLEN COLE



Ability Scores: Dexterity, Intelligence, Wisdom

Feat: Skilled

Skill Proficiencies: **History** and **Survival**

Tool Proficiency: **Cartographer's Tools**

Equipment: *Choose A or B:* (A) Cartographer's Tools, **Bullseye Lantern**, **Map**, **Map or Scroll Case**, **Shovel**, **Tent**, **Traveler's Clothes**, 17 GP; or (B) 50 GP

You've made a lifelong study of the lost and fallen cultures of the past, visiting their ruins, deciphering their written records, and examining their surviving masterworks. Perhaps you studied at Morgrave University or a similar institution, supplementing your time in the library with fieldwork amid ancient ruins in remote locations. Some archaeologists plunder the treasures of the past in search of wealth or fame, but most consider it their calling to learn from the past. In any case, the archaeologists of Eberron combine the qualities of learned historians with the grit of treasure hunters.

House Agent

ARTIST: CALDER MOORE

Ability Scores: Strength, Intelligence, Charisma

Feat: Lucky

Skill Proficiencies: **Investigation** and **Persuasion**

Tool Proficiency: *Choose one kind of Artisan's Tools*

Equipment: *Choose A or B:* (A) Artisan's Tools (same as above), **Fine Clothes**, 20 GP; or (B) 50 GP

You are connected to one of the dragonmarked houses, but you haven't (yet) manifested a dragonmark. You might be a member of the family by birth or an employee of the house with no familial connection. You've earned your living by doing the business of the house, serving as the hands, feet, and eyes of house leadership in the world. You might have many old friends, mentors, and rivals in the house you serve, plus allies or enemies in other houses.

House Cannith Heir

ARTIST: KEVIN GNUTZMANS

Ability Scores: Strength, Dexterity, Intelligence

Feat: Mark of Making (see "Dragonmark Feats")

Skill Proficiencies: **Investigation** and **Sleight of Hand**

Tool Proficiency: *Choose one kind of Artisan's Tools*

Equipment: *Choose A or B:* (A) Artisan's Tools (same as above), **Crowbar**, **Fine Clothes**, 2 **Pouches**, 17 GP; or (B) 50 GP

As a scion of House Cannith, you carry a proud legacy. Cannith creates wonders of the modern world, and you're expected to contribute to the ongoing success of the house through invention, scholarship, business, or diplomacy. The only thing that can stand in your way is the deep rift within your own house. The sooner the three barons sort out which of them is the true head of the house (and you, no doubt, have your preference), the sooner House Cannith can claim its rightful position of leadership among all the dragonmarked houses.

House Deneith Heir

ARTIST: AHMED ZULFIQAR

Ability Scores: Strength, Constitution, Wisdom

Feat: Mark of Sentinel (see "Dragonmark Feats")

Skill Proficiencies: **Insight** and **Perception**

Tool Proficiency: *Choose one kind of Gaming Set*

Equipment: *Choose A or B:* (A) **Spear**, **Shortbow**, 20 **Arrows**, Gaming Set (same as above), **Fine Clothes**, **Healer's Kit**, **Quiver**, 1 GP; or (B) 50 GP

As an heir of House Deneith, you've been trained for combat—not to seek it out, but not to shy from it either. You've learned the importance of duty, honor, and the laws used to govern society when duty and honor fail. As you established your name in the house, you might have worked as a bodyguard for some minor dignitary, as a mercenary, or as a marshal hunting fugitives. Now you're prepared to claim your rightful standing in the mightiest of the dragonmarked houses.

House Ghallanda Heir

ARTIST: CULLEN COLE

Ability Scores: Dexterity, Wisdom, Charisma

Feat: Mark of Hospitality (see "Dragonmark Feats")

Skill Proficiencies: **Insight** and **Persuasion**

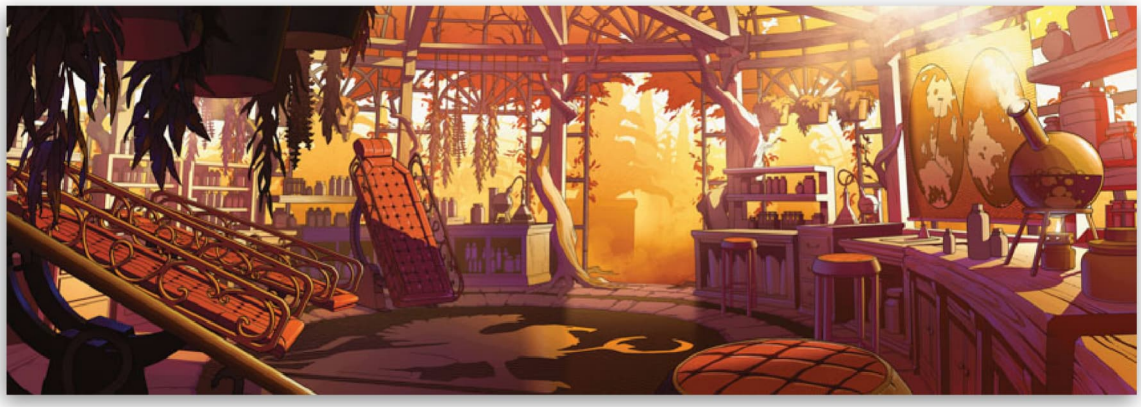
Tool Proficiency: **Cook's Utensils**

Equipment: *Choose A or B:* (A) Cook's Utensils, **Fine Clothes**, **Iron Pot**, **Lamp**, **Oil** (5 flasks), **Perfume**, 26 GP; or (B) 50 GP

Thanks to your connections to House Ghallanda, you grew up accustomed to creature comforts, lively conversation, good drink, and delicious food. You might be a charming and witty scion of the house who loves nothing more than a pleasant evening beside a warm hearth. Or you could be a schemer who exploits bonds of trust and friendship to bend others to your will. You might pursue an adventuring career to master the cuisines of other cultures and ages, expand your network of useful contacts, or earn enough money to open your own inn.

House Jorasco Heir

ARTIST: ARTHUR LOFTIS



Ability Scores: Dexterity, Constitution, Wisdom

Feat: Mark of Healing (see "Dragonmark Feats")

Skill Proficiencies: **Medicine** and **Stealth**

Tool Proficiency: **Herbalism Kit**

Equipment: *Choose A or B:* (A) Herbalism Kit, **Fine Clothes**, **Healer's Kit**, 25 GP; or (B) 50 GP

House Jorasco teaches that illness and injury stalk the living like ghosts, robbing people of health and longevity. You've been taught ways to combat these scourges, both magically and medically. You're trained to use those skills in the service of others—and to ascertain that you are always appropriately compensated for this service, ensuring the health and longevity of House Jorasco. You might be a kindly healer with no stomach for combat or a dispassionate specialist who knows exactly how to incapacitate or kill an enemy with precise strikes.

House Kundarak Heir

ARTIST: AHMED ZULFIQAR

Ability Scores: Strength, Constitution, Intelligence

Feat: Mark of Warding (see "Dragonmark Feats")

Skill Proficiencies: Arcana and Investigation

Tool Proficiency: Thieves' Tools

Equipment: *Choose A or B:* (A) Thieves' Tools, Fine Clothes, 10 GP; or (B) 50 GP

As an heir of House Kundarak, you take great pride in your family and its work of safeguarding the valuables of Khorvaire. Your house has always been a leader among the clans of the Mror Holds. Though it has never held the crown, it has a reputation for professionalism, honor, and order. You might strive to uphold that reputation, you might place your own sense of honor over your family's, or you could rebel against the house's expectations and flout the demands of honor.

House Lyrandar Heir

ARTIST: DAVE SARABIA

Ability Scores: Strength, Dexterity, Charisma

Feat: Mark of Storm (see "Dragonmark Feats")

Skill Proficiencies: Acrobatics and Nature

Tool Proficiency: Navigator's Tools

Equipment: *Choose A or B:* (A) Navigator's Tools, Fine Clothes, 10 GP; or (B) 50 GP

As an heir of House Lyrandar, the wind is your ally, the sea and sky your dominion. Despite the devastation of the Last War, your house is on the ascendancy, buoyed by its mastery of the new airship technology. You might have spent your early career on the sea as a sailor or navigator; as a shipwright; or as a member of the Raincallers' Guild, manipulating the weather and assisting with irrigation and similar public works. Or you might have been among the first in your house to take to the skies as part of an airship crew. Service to the house might call you to hunt pirates in the Lhazaar Sea, to explore ancient ruins in search of magical technology to bind elemental forces, or to salvage a wrecked airship in the Mournland.

House Medani Heir

ARTIST: KENNY VO

Ability Scores: Dexterity, Intelligence, Wisdom

Feat: Mark of Detection (see "Dragonmark Feats")

Skill Proficiencies: **Insight** and **Investigation**

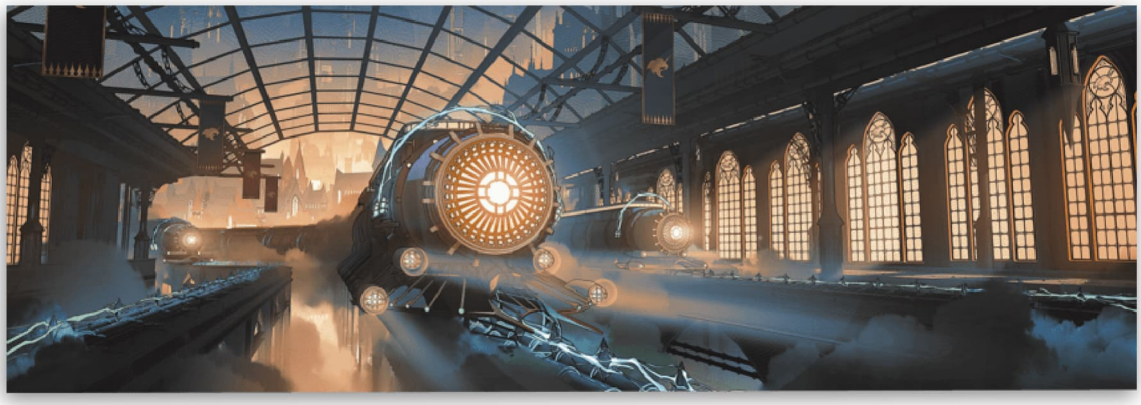
Tool Proficiency: **Disguise Kit**

Equipment: *Choose A or B:* (A) Disguise Kit, **Fine Clothes**, 10 GP; or (B) 50 GP

As a member of House Medani, your life revolves around subterfuge—not engaging in it, but preventing others from doing so. You see the world around you as an intricate web of schemes, plots, and counterplots. Assessing the range of possibilities, you use instinct to predict threats to your clients and defend against them well before those threats can turn into danger. Defending against an assassin's blade is a job any Deneith sellsword or Tharashk enforcer can do—making sure no one ever draws that blade is the Medani way.

House Orien Heir

ARTIST: KENNY VO



Ability Scores: Dexterity, Constitution, Intelligence

Feat: Mark of Passage (see "Dragonmark Feats")

Skill Proficiencies: **Acrobatics** and **Athletics**

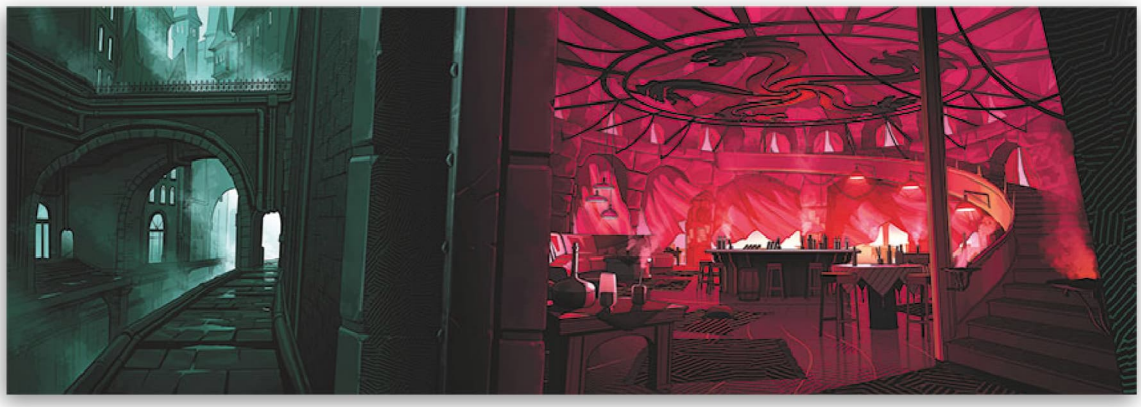
Tool Proficiency: **Cartographer's Tools**

Equipment: *Choose A or B:* (A) Cartographer's Tools, **Fine Clothes**, **Map**, **Map or Scroll Case**, 18 GP; or (B) 50 GP

Before the Last War, Orien's influence covered Khorvaire, and its trade roads and lightning rails were the lifeblood of a vibrant kingdom. But the war cut those arteries, leaving Galifar dead and House Orien bloodied. While the house's couriers and shippers still keep goods moving on both sides of the continent, finding a way to reestablish routes across the Mournland remains the house's top priority. In the meantime, Orien adventurers can serve their house by investigating missing couriers, recovering goods stolen from caravans, and troubleshooting disruptions to the lightning rail.

House Phiarlan Heir

ARTIST: ARTHUR LOFTIS



Ability Scores: Dexterity, Wisdom, Charisma

Feat: Mark of Shadow (see "Dragonmark Feats")

Skill Proficiencies: **Deception** and **Stealth**

Tool Proficiency: **Disguise Kit**

Equipment: *Choose A or B:* (A) Disguise Kit, **Fine Clothes**, 10 GP; or (B) 50 GP

Though you have seen wealth, fame, and beauty as a child of House Phiarlan, you consider knowledge (and the power it brings) the greatest treasure of all. You might pursue that power as an artist or performer, always alert for secrets even as you regale the world with story, song, acrobatics, or art. Or you might foster ties to the secretive espionage arm of your house: the Serpentine Table.

House Sivis Heir

ARTIST: YINFANOWEI HARRISON

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Mark of Scribing (see "Dragonmark Feats")

Skill Proficiencies: **History** and **Perception**

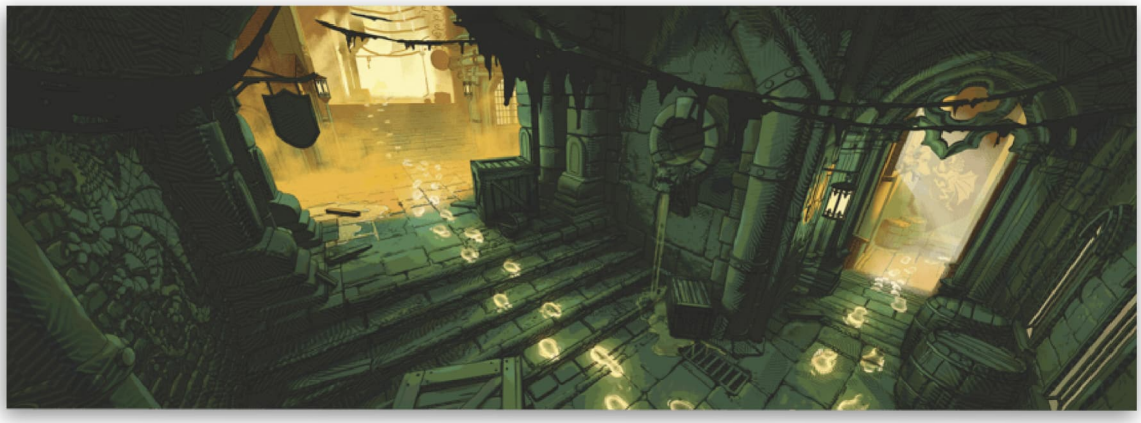
Tool Proficiency: **Calligrapher's Supplies**

Equipment: *Choose A or B:* (A) Calligrapher's Supplies, **Fine Clothes**, **Ink**, 5 **Ink Pens**, **Paper** (30 sheets), Parchment (9 sheets), 8 GP; or (B) 50 GP

For nearly thirty centuries, your family has worked to maintain order. Communication is the cord that binds civilization together, and your ancestors settled the disputes of sovereigns and helped the dragonmarked houses find a place in the world. Few people realize the influence House Sivis has had on the shape of the modern age—just as few know how often a royal adviser holds more power than the actual ruler. While the other dragonmarked houses fight for fame and recognition, House Sivis plays a long game of subtle influence behind the scenes, keeping order amid the chaos of unending intrigue.

House Tharashk Heir

ARTIST: CALDER MOORE



Ability Scores: Constitution, Intelligence, Wisdom

Feat: Mark of Finding (see "Dragonmark Feats")

Skill Proficiencies: **Perception** and **Survival**

Tool Proficiency: *Choose one kind of Gaming Set*

Equipment: *Choose A or B:* (A) Gaming Set (same as above), **Climber's Kit**, **Fine Clothes**, **Hunting Trap**, **Manacles**, 2 GP; or (B) 50 GP

Heirs of other houses lead lives of luxury, but in House Tharashk you learned self-reliance from an early age. What your young house lacks in resources, it makes up for in spirit and determination. Tharashk has a destiny to fulfill, and you have a part in it. Whether in combat or in social interaction, you have learned to play the role of the hunter: study your enemies, exploit their weaknesses, and do whatever it takes to achieve victory.

House Thuranni Heir

ARTIST: ARTHUR LOFTIS

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Mark of Shadow (see "Dragonmark Feats")

Skill Proficiencies: **Performance** and **Stealth**

Tool Proficiency: *Choose one kind of Musical Instrument*

Equipment: *Choose A or B:* (A) Musical Instrument (same as above), **Costume**, **Fine Clothes**, 13 GP; or (B) 50 GP

Given House Thuranni's short history and focus on espionage, its leaders expect you to further the interests of the house at every opportunity. During the house's formative years as an independent entity, every move you make has been watched closely. This isn't to say that every Thuranni heir must actively spy at the behest of house elders. But even the house's most insular artists and artisans must keep up with current political events and pass on or collect information when asked.

House Vadalis Heir

ARTIST: AHMED ZULFIQAR

Ability Scores: Constitution, Wisdom, Charisma

Feat: Mark of Handling (see "Dragonmark Feats")

Skill Proficiencies: **Animal Handling** and **Nature**

Tool Proficiency: **Herbalism Kit**

Equipment: *Choose A or B:* (A) Herbalism Kit, **Fine Clothes**, **Net**, 29 GP; or (B) 50 GP

You have grown up with respect for both family and nature. You understand the culture of the Five Nations, but you don't get drawn into the games of ambition and status that others play. You know the beauty and power inherent in life, the mysteries of birth and death, and the miracles that happen in between. Your insights into the natural world allow you to see through the lies and deception of city folk—and never let on how much of their subterfuge you recognize.

Inquisitive

ARTIST: ESTHER WU

Ability Scores: Constitution, Intelligence, Charisma

Feat: Alert

Skill Proficiencies: **Insight** and **Investigation**

Tool Proficiency: **Thieves' Tools**

Equipment: *Choose A or B:* (A) Thieves' Tools, **Bullseye Lantern**, **Crowbar**, **Oil** (10 flasks), **Traveler's Clothes**, 10 GP; or (B) 50 GP

You have honed your talents of investigation and deduction—fueled by a boundless curiosity—to explore mysteries, find missing people, recover stolen goods, unearth corruption and conspiracies, and solve crimes. As an inquisitive, you might have pursued freelance work, signed on with an inquisitive agency (perhaps one licensed by a dragonmarked house such as Medani or Tharashk), reported for a broadsheet, or worked for a police force.

SPECIES DESCRIPTIONS

ARTIST: LEROY STEINMANN

This section presents new versions of the four species introduced in *Eberron: Rising from the Last War*, as well as the Khoravar species. All these species have been revised to align with the species in the *Player's Handbook (2024)*.

Changeling

With ever-changing appearances, changelings reside in many societies undetected. Each changeling can supernaturally adopt any face they like. For some changelings, a new face may reveal an aspect of their soul.

The first changelings in the multiverse appeared in the Feywild, and the wondrous, mutable essence of that plane lingers in changelings today—even in those who have never set foot in the fey realm.

In their true form, changelings appear faded, their features almost devoid of detail. It is rare to see one in that form, for a typical changeling alters their shape the way others might change clothes. However, many changelings develop identities with more depth, crafting a persona complete with history and beliefs to go with each shape. A changeling adventurer might have personas for many situations, including negotiation, investigation, and combat.

Multiple changelings can share a persona. Personas can even pass down through a family, allowing a younger changeling to take advantage of contacts established by the persona's previous users.

Changeling Traits

Creature Type: Fey

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Changeling, you have these special traits.

Changeling Instincts. Thanks to your connection to the fey realm, you gain proficiency in two of the following skills of your choice: **Deception**, **Insight**, **Intimidation**, **Performance**, or **Persuasion**.

Shape-Shifter. As an action, you can shape-shift to change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another playable species, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. This trait doesn't change your clothing and equipment.

While shape-shifted with this trait, you have Advantage on Charisma checks.

You stay in the new form until you take an action to revert to your true form.

Kalashtar

ARTIST: ANDREA DE DOMINICIS

Kalashtar (pronounced kal-ASH-tar) are created from the union of humanity and renegade spirits called quori from the plane of dreams. Kalashtar appear human, but their spiritual connection affects them in a variety of ways. They have symmetrical, slightly angular features, and their eyes often glow when they are concentrating or expressing strong emotions.

Kalashtar can't communicate directly with their quori spirits. Rather, kalashtar might experience them as a source of instinct and inspiration, drawing on the spirits' memories when the kalashtar sleep. This connection grants kalashtar minor psionic abilities, as well as protection from psionic attacks.

Kalashtar Traits

Creature Type: Aberration

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

As a Kalashtar, you have these special traits.

Dual Mind. You have Advantage on Wisdom and Charisma saving throws.

Mental Discipline. You have Resistance to Psychic damage.

Mind Link. You have telepathy with a range in feet equal to 10 times your level. When you're using this trait to speak telepathically to a creature, you can take a Magic action to give that creature the ability to speak telepathically with you for 1 hour or until you take another Magic action to end this effect.

Severed from Dreams. You can't be the target of the ***Dream*** spell. In addition, when you finish a Long Rest, you gain proficiency in one skill of your choice. This proficiency lasts until you finish another Long Rest.

Khoravar

ARTIST: DAARKEN

Over the course of centuries, those descended from both humans and elves have developed their own communities and traditions in Khorvaire. The rise of House Lyrandar and House Medani has strengthened this identity. Members of these communities call themselves Khoravar, an Elvish term meaning "children of Khorvaire," as they dislike the term "half-elf."

Many Khoravar espouse the idea of being "the bridge between," believing they are called to facilitate communication and cooperation between members of different cultures or species. Khoravar who follow this philosophy often become bards, diplomats, mediators, or translators. Others, fascinated by their distant connection to the Fey, seek to build bridges between the Material Plane and the Feywild of Thelanis. These Khoravar often become druids or warlocks with archfey patrons.

Khoravar Traits

Creature Type: Humanoid

Size: Medium (about 4–6 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Khoravar, you have these special traits.

Darkvision. You have **Darkvision** with a range of 60 feet.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the **Charmed** condition.

Fey Gift. You know the ***Friends*** cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell you cast with this trait (chosen when you select this species).

Lethargy Resilience. When you fail a saving throw to avoid or end the **Unconscious** condition, you can succeed instead. Once you use this trait, you can't do so again until you finish 1d4 Long Rests.

Skill Versatility. You gain proficiency in one skill or with one tool of your choice. Whenever you finish a Long Rest, you can replace it with another skill or tool proficiency.

Shifter

ARTIST: JOHN THACK

Shifters—sometimes called "weretouched"—descend from people who contracted full or partial lycanthropy. Humanoids with a bestial aspect, shifters can't change shape fully, but they can enhance their animalistic features temporarily in a process they call "shifting."

Shifters resemble humans in height and build but are typically more lithe and flexible. Their facial features have a bestial cast, often with large eyes and pointed ears; most shifters also possess prominent canine teeth. They grow fur-like hair on nearly every part of their bodies. While a shifter's appearance might remind an onlooker of an animal, the shifter remains clearly identifiable as a Humanoid even when at their most feral.

Shifter Traits

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Shifter, you have these special traits.

Bestial Instincts. Channeling the beast within, you gain proficiency in one of the following skills of your choice: **Acrobatics**, **Athletics**, **Intimidation**, or **Survival**.

Darkvision. You have **Darkvision** with a range of 60 feet.

Shifting. As a Bonus Action, you can shape-shift to assume a more bestial appearance. This transformation lasts for 1 minute or until you revert to your normal appearance as a Bonus Action. When you shift, you gain **Temporary Hit Points** equal to 2 times your Proficiency Bonus. You can shift a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Whenever you shift, you gain the benefit of one of the following options (choose when you select this species):

Beasthide. You gain 1d6 additional Temporary Hit Points. While shifted, you have a +1 bonus to your Armor Class.

Longtooth. When you shift and as a Bonus Action on your other turns while shifted, you can use your elongated fangs to make an Unarmed Strike. If you hit with this Unarmed Strike and deal damage, you can deal Piercing damage equal to 1d6 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Swiftstride. While you are shifted, your Speed increases by 10 feet. Additionally, you can move up to 10 feet as a Reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke Opportunity Attack action.

Wildhunt. While shifted, you have Advantage on Wisdom checks. Additionally, no creature within 30 feet of you can have Advantage on an attack roll against you unless you have the **Incapacitated** condition.

Warforged

ARTIST: IGNACIO BAZAN-LAZCANO

Warforged are mechanical beings built as weapons to fight in the Last War. An unexpected breakthrough produced sentient beings made from wood and metal that nevertheless can feel pain and emotion.

Warforged comprise a blend of organic and inorganic materials. Rootlike cords infused with alchemical fluids serve as their muscles, wrapped around a framework of steel, darkwood, or stone. Armored plates form a protective outer shell and reinforce joints. The more a warforged cultivates their individuality, the more likely they are to modify their body, seeking out an artificer to customize the look of their face, limbs, and plating.

Warforged Traits

Creature Type: Construct

Size: Medium (about 6–8 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Warforged, you have these special traits.

Construct Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws to avoid or end the **Poisoned** condition.

Integrated Protection. You gain a +1 bonus to your Armor Class. In addition, armor you have donned can't be removed against your will while you're alive.

Sentry's Rest. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 6 hours if you spend those hours in an inactive, motionless state. During this time, you appear inert but remain conscious.

Specialized Design. You gain one skill proficiency and one tool proficiency of your choice.

Tireless. You don't gain **Exhaustion** levels from dehydration, malnutrition, or suffocation.

FEATS

This section presents twenty-eight new feats by category.

Dragonmark Feats

These feats belong to the Dragonmark category.

Aberrant Dragonmark

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Aberrant Fortitude. When you fail a Constitution saving throw, you can take a Reaction to roll 1d4 and add the number rolled to the save, potentially turning the failure into a success. Once you've used this benefit, you can't use it again until you finish a Long Rest.

Aberrant Magic. You know one cantrip of your choice from the Sorcerer spell list. Also, choose a level 1 spell from that spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Short or Long Rest. You can also cast this spell using any spell slots you have. Constitution is your spellcasting ability for this spell.

Aberrant Surge. When you cast the level 1 spell from this feat, you can expend one of your Hit Point Dice and roll it. If you roll an even number, you gain a number of Temporary Hit Points equal to the number rolled. If you roll an odd number, one creature within 30 feet of you (not including you) takes Force damage equal to the number rolled. If no other creatures are in range, you take the damage.

Mark of Detection

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Deductive Intuition. When you make an Intelligence (**Investigation**) or Wisdom (**Insight**) check, you can roll 1d4 and add the number rolled to the ability check.

Magical Detection. You always have the ***Detect Magic*** and ***Detect Poison and Disease*** spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the ***See Invisibility*** spell prepared and can cast it the same way.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Detection Spells table are added to that feature's spell list.

Mark of Detection Spells

Spell Level	Spells
1	***Detect Evil and Good***, ***Identify***
2	***Detect Thoughts***, ***Find Traps***
3	***Clairvoyance***, ***Nondetection***
4	***Arcane Eye***, ***Divination***
5	***Legend Lore***

Mark of Finding

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Hunter's Intuition. When you make a Wisdom (**Perception** or **Survival**) check, you can roll 1d4 and add the number rolled to the ability check.

Finder's Magic. You always have the ***Hunter's Mark*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

When you reach character level 3, you also always have the ***Locate Object*** spell prepared and can cast it the same way.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Finding Spells table are added to that feature's spell list.

Mark of Finding Spells

Spell Level	Spells
1	*Faerie Fire*, *Longstrider*
2	*Locate Animals or Plants*, *Mind Spike*
3	*Clairvoyance*, *Speak with Plants*
4	*Divination*, *Locate Creature*
5	*Commune with Nature*

Mark of Handling

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Wild Intuition. When you make an Intelligence (**Nature**) or Wisdom (**Animal Handling**) check, you can roll 1d4 and add the number rolled to the ability check.

Primal Connection. You always have the ***Animal Friendship*** and ***Speak with Animals*** spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

Monstrous Connections. When you reach character level 3, you can target a Monstrosity when you cast *Animal Friendship* or *Speak with Animals* if the creature's Intelligence score is 3 or lower.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Handling Spells table are added to that feature's spell list.

Mark of Handling Spells

Spell Level	Spells
1	*Command*, *Find Familiar*
2	*Beast Sense*, *Calm Emotions*
3	*Beacon of Hope*, *Conjure Animals*
4	*Aura of Life*, *Dominate Beast*
5	*Awaken*

Mark of Healing

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Medical Intuition. When you make a Wisdom (**Medicine**) check or an ability check using a Herbalism Kit, you can roll 1d4 and add the number rolled to the ability check.

Healing Touch. You always have the ***Cure Wounds*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

When you reach character level 3, you also always have the ***Lesser Restoration*** spell prepared and can cast it the same way.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Healing Spells table are added to that feature's spell list.

Mark of Healing Spells

Spell Level	Spells
1	*False Life*, *Healing Word*
2	*Arcane Vigor*, *Prayer of Healing*
3	*Aura of Vitality*, *Mass Healing Word*
4	*Aura of Life*, *Aura of Purity*
5	*Greater Restoration*

Mark of Hospitality

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Ever Hospitable. When you make a Charisma (**Persuasion**) check or an ability check using Brewer's Supplies or Cook's Utensils, you can roll 1d4 and add the number rolled to the ability check.

Innkeeper's Magic. You always have the ***Purify Food and Drink*** and ***Unseen Servant*** spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the ***Calm Emotions*** spell prepared and can cast it the same way.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Hospitality Spells table are added to that feature's spell list.

Mark of Hospitality Spells

Spell Level	Spells
1	*Goodberry*, *Sleep*
2	*Aid*, *Enhance Ability*
3	*Create Food and Water*, *Leomund's Tiny Hut*
4	*Aura of Purity*, *Mordenkainen's Private Sanctum*
5	*Hallow*

Mark of Making

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Artisan's Intuition. When you make an Intelligence (**Arcana**) check or an ability check using Artisan's Tools, you can roll 1d4 and add the number rolled to the ability check.

Spellsmith. You know the ***Mending*** cantrip. You also always have the ***Magic Weapon*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Making Spells table are added to that feature's spell list.

Mark of Making Spells

Spell Level	Spells
1	*Identify*, *Tenser's Floating Disk*
2	*Continual Flame*, *Spiritual Weapon*
3	*Conjure Barrage*, *Elemental Weapon*
4	*Fabricate*, *Stone Shape*
5	*Creation*

Mark of Passage

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Courier's Speed. Your Speed increases by 5 feet.

Intuitive Motion. When you make a Strength (**Athletics**) or Dexterity (**Acrobatics**) check, you can roll 1d4 and add the number rolled to the ability check.

Magical Passage. You always have the ***Misty Step*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Passage Spells table are added to that feature's spell list.

Mark of Passage Spells

Spell Level	Spells
1	*Expeditious Retreat*, *Jump*
2	*Find Steed*, *Pass without Trace*
3	*Blink*, *Phantom Steed*
4	*Dimension Door*, *Freedom of Movement*
5	*Teleportation Circle*

Mark of Scribing

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Gifted Scribe. When you make an Intelligence (**History**) check or an ability check using Calligrapher's Supplies, you can roll 1d4 and add the number rolled to the ability check.

Scribe's Insight. You know the ***Message*** cantrip. You also always have the ***Comprehend Languages*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

When you reach character level 3, you also always have the ***Magic Mouth*** spell prepared and can cast it the same way.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Scribing Spells table are added to that feature's spell list.

Mark of Scribing Spells

Spell Level	Spells
1	*Command, Illusory Script*
2	*Animal Messenger, Silence*
3	*Sending, Tongues*
4	*Arcane Eye, Confusion*
5	*Dream*

Mark of Sentinel

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Sentinel's Intuition. When you make a Wisdom (**Insight** or **Perception**) check, you can roll 1d4 and add the number rolled to the ability check.

Guardian's Shield. You always have the ***Shield*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

Vigilant Guardian. When a creature you can see within 5 feet of you is hit by an attack roll, you can take a Reaction to swap places with that creature, and you are hit by the attack instead. You can use this feature a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Sentinel Spells table are added to that feature's spell list.

Mark of Sentinel Spells

Spell Level	Spells
1	*Compelled Duel, Shield of Faith*
2	*Warding Bond, Zone of Truth*
3	*Counterspell, Protection from Energy*
4	*Death Ward, Guardian of Faith*
5	*Bigby's Hand*

Mark of Shadow

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Cunning Intuition. When you make a Dexterity (**Stealth**) or Charisma (**Performance**) check, you can roll 1d4 and add the number rolled to the ability check.

Shape Shadows. You know the ***Minor Illusion*** cantrip. You also always have the ***Invisibility*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Shadow Spells table are added to that feature's spell list.

Mark of Shadow Spells

Spell Level	Spells
1	*Disguise Self, Silent Image*
2	*Darkness, Pass without Trace*
3	*Clairvoyance, Major Image*
4	*Greater Invisibility, Hallucinatory Terrain*
5	*Mislead*

Mark of Storm

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Windwright's Intuition. When you make a Dexterity (**Acrobatics**) check or an ability check using Navigator's Tools, you can roll 1d4 and add the number rolled to the ability check.

Storm's Boon. You have Resistance to Lightning damage.

Storm Magic. You know the ***Thunderclap*** cantrip. When you reach character level 3, you also always have the ***Gust of Wind*** spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Storm Spells table are added to that feature's spell list.

Mark of Storm Spells

Spell Level	Spells
1	*Feather Fall, Fog Cloud*
2	*Levitate, Shatter*
3	*Sleet Storm, Wind Wall*
4	*Conjure Minor Elementals, Control Water*
5	*Conjure Elemental*

Mark of Warding

Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)

You gain the following benefits.

Warder's Intuition. When you make an Intelligence (**Investigation**) check or an ability check using Thieves' Tools, you can roll 1d4 and add the number rolled to the ability check.

Wards and Seals. You always have the ***Alarm*** and ***Mage Armor*** spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the ***Arcane Lock*** spell prepared and can cast it the same way.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Warding Spells table are added to that feature's spell list.

Mark of Warding Spells

Spell Level	Spells
1	*Armor of Agathys*, *Sanctuary*
2	*Knock*, *Nystul's Magic Aura*
3	*Glyph of Warding*, *Magic Circle*
4	*Leomund's Secret Chest*, *Mordenkainen's Faithful Hound*
5	*Antilife Shell*

General Feats

These feats belong to the General category.

Greater Aberrant Mark

General Feat (Prerequisite: Level 4+, Aberrant Dragonmark Feat)

You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Improved Fortitude. When you use the Aberrant Fortitude benefit of your Aberrant Dragonmark feat, you can roll 1d6 instead of 1d4. You also now regain your use of Aberrant Fortitude whenever you finish a Short or Long Rest.

Mark of Inspiration. When you cast a cantrip, you can roll one or two of your unexpended Hit Point Dice. You gain a number of Temporary Hit Points equal to the number rolled plus your Constitution modifier, and one creature of your choice within 30 feet of you (not including you) takes Force damage equal to the number rolled. Those dice are then expended.

You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Greater Mark of Detection

General Feat (Prerequisite: Level 4+, Mark of Detection Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Deductive Intuition benefit of your Mark of Detection feat, you can roll 1d6 instead of 1d4.

Shared Detection. When you use the Magical Detection benefit of your Mark of Detection feat to cast ***See Invisibility*** without a spell slot, you can choose one creature you can see within 30 feet of yourself. That creature also gains the benefits of the spell for its duration.

Greater Mark of Finding

General Feat (Prerequisite: Level 4+, Mark of Finding Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Hunter's Intuition benefit of your Mark of Finding feat, you can roll 1d6 instead of 1d4.

Improved Finding. When you use the Finder's Magic benefit of your Mark of Finding to cast ***Hunter's Mark*** without a spell slot, the range of the spell is doubled, and you can modify the spell so that the target can't benefit from the **Invisible** condition for the duration.

ARTIST: LEE MOYER

GEATER
MARK OF FINDING

Greater Mark of Handling

General Feat (Prerequisite: Level 4+, Mark of Handling Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Wild Intuition benefit of your Mark of Handling feat, you can roll 1d6 instead of 1d4.

Improved Handling. While you are mounted, immediately after you hit a target within 5 feet of your mount with a melee attack roll, your mount can take a Reaction to move up to its Speed or take the Attack action to make one attack only (your choice).

Subdue Animal. As a Magic action, you exert command over one Beast or Monstrosity you can see within 30 feet of yourself. The target must succeed on a Wisdom saving throw (DC 8 plus your Wisdom modifier and Proficiency Bonus) or have the **Frightened** condition until the start of your next turn. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Greater Mark of Healing

General Feat (Prerequisite: Level 4+, Mark of Healing Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Medical Intuition benefit of your Mark of Healing feat, you can roll 1d6 instead of 1d4.

Improved Healing. You can now use the Healing Touch benefit of your Mark of Healing feat to cast ***Cure Wounds*** without using a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Additionally, when you cast ***Cure Wounds*** and roll dice to determine the number of Hit Points restored, you can treat any 1 or 2 on a roll as a 3.

Greater Mark of Hospitality

General Feat (Prerequisite: Level 4+, Mark of Hospitality Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Ever Hospitable benefit of your Mark of Hospitality feat, you can roll 1d6 instead of 1d4.

Inspired Hospitality. When you cast ***Purify Food and Drink***, you can modify the spell so that instead of its normal effect, each creature of your choice within 30 feet of you is refreshed. Each affected creature's **Exhaustion** level is reduced by 1, and the creature gains Temporary Hit Points equal to your Proficiency Bonus plus your Intelligence, Wisdom, or Charisma modifier (choose when you select this feat). Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

Greater Mark of Making

General Feat (Prerequisite: Level 4+, Mark of Making Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Artisan's Intuition benefit of your Mark of Making feat, you can roll 1d6 instead of 1d4.

Improved Making. When you use the Spellsmith benefit of your Mark of Making feat to cast ***Magic Weapon*** without a spell slot, you cast the spell as its level 3 version.

Greater Mark of Passage

General Feat (Prerequisite: Level 4+, Mark of Passage Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Intuitive Motion benefit of your Mark of Passage feat, you can roll 1d6 instead of 1d4.

Inspired Passage. When you use the Magical Passage benefit of your Mark of Passage feat to cast ***Misty Step*** without a spell slot, you can also choose up to two willing creatures you can see within 30 feet of yourself before you teleport. Each target can then take a Reaction to also teleport up to 30 feet to an unoccupied space it can see.

ARTIST: LEE MOYER

GREATER MARK OF PASSAGE

Greater Mark of Scribing

General Feat (Prerequisite: Level 4+, Mark of Scribing Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Gifted Scribe benefit of your Mark of Scribing feat, you can roll 1d6 instead of 1d4.

Inspired Scribing. When you cast ***Comprehend Languages***, you can modify the spell to encompass up to three willing creatures you can see within 30 feet of yourself. Each chosen creature also gains the benefits of the spell for the duration. In addition, for the duration of the spell, you and the chosen creatures can communicate telepathically with each other while within 1 mile of each other. Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

Greater Mark of Sentinel

General Feat (Prerequisite: Level 4+, Mark of Sentinel Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Sentinel's Intuition benefit of your Mark of Sentinel feat, you can roll 1d6 instead of 1d4.

Improved Sentinel. When you use the Vigilant Guardian benefit of your Mark of Sentinel feat, you can also make one attack with a weapon or an Unarmed Strike as part of that same Reaction.

Greater Mark of Shadow

General Feat (Prerequisite: Level 4+, Mark of Shadow Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Cunning Intuition benefit of your Mark of Shadow feat, you can roll 1d6 instead of 1d4.

Improved Shadow. When you use the Shape Shadows benefit of your Mark of Shadow feat to cast *Invisibility* without a spell slot, you cast the spell as its level 3 version.

Greater Mark of Storm

General Feat (Prerequisite: Level 4+, Mark of Storm Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Windwright's Intuition benefit of your Mark of Storm feat, you can roll 1d6 instead of 1d4.

Improved Storm. When you use the Storm Magic benefit of your Mark of Storm feat to cast ***Gust of Wind*** without a spell slot, you also gain a Fly Speed of 60 feet for the duration of the spell.

ARTIST: LEE MOYER

GREATER MARK OF STORM

Greater Mark of Warding

General Feat (Prerequisite: Level 4+, Mark of Warding Feat)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Improved Intuition. When you use the Warder's Intuition benefit of your Mark of Warding feat, you can roll 1d6 instead of 1d4.

Improved Warding. When a creature makes an attack roll against you or a creature you can see within 30 feet of yourself, you can take a Reaction to impose Disadvantage on that roll. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Potent Dragonmark

General Feat (Prerequisite: Level 4+, Any Dragonmark Feat)

You gain the following benefits.

Ability Score Increase. Increase the spellcasting ability score used by your Dragonmark feat by 1, to a maximum of 20.

Dragonmark Preparation. You always have the spells on your Spells of the Mark list (if any) prepared.

Dragonmark Spellcasting. You have one extra spell slot to cast the spells granted by your Dragonmark feat. The spell slot's level is half your level (round up), to a maximum of level 5. You regain the expended slot when you finish a Short or Long Rest. You can use this spell slot to cast only a spell you have prepared because of your Dragonmark feat or the Dragonmark Preparation benefit of this feat.

Epic Boon Feat

This feat, discussed earlier in the "Siberys Dragonmarks" section, belongs to the Epic Boon category.

Boon of Siberys

Epic Boon Feat (Prerequisite: Level 19+, Eberron Campaign)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Aberrant Magic. Choose a level 8 or lower spell from the Sorcerer spell list or a spell from the Siberys Dragonmark Spells table (the table includes dragonmark suggestions if you'd like to associate a spell with one of the marks). You always have that spell prepared. You can cast it once without a spell slot or spell components, and you regain the ability to cast it in that way when you finish a Short or Long Rest. You can also cast this spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you gain this feat).

Siberys Dragonmark Spells

Spell	Suggested Dragonmark
Animal Shapes	Handling
Control Weather	Storm
Demiplane	Making
Heroes' Feast	Hospitality
Maze	Warding
Mind Blank	Sentinel
Plane Shift	Passage
Project Image	Shadow
Regenerate	Healing
Symbol	Scribing
Teleport	Finding
True Seeing	Detection

CHAPTER 03

BASTIONS IN KHORVAIRE

ARTIST: CULLEN COLE

ADVENTURERS BRING A MYSTERIOUS ARTIFACT RECOVERED FROM XEN'DRIK BACK TO THEIR MOBILE BASTION ABOARD A LYRANDAR SAILING SHIP

THE *DUNGEON MASTER'S GUIDE* CONTAINS THE RULES FOR BASTIONS, WHICH ALLOW CHARACTERS TO ESTABLISH A BASE OF OPERATIONS FOR THEIR ADVENTURES. THIS chapter adds further options for characters to establish Bastions that use Eberron's special qualities and resources.

MOBILE BASTIONS

The Bastion rules in the *Dungeon Master's Guide* assume that characters establish their Bastions in a fixed location and that their adventures might take them away from their Bastions at times, perhaps even for long periods. But in Eberron (and perhaps other settings), characters might establish a permanent base of operations that isn't linked to a fixed location—maybe on a sailing ship, a lightning rail cart, or even an airship. The DM decides whether to allow characters to establish a mobile Bastion, which uses the following alterations to the normal Bastion rules.

A mobile Bastion has two basic requirements: it must be built in a vehicle form, and one of its special facilities must allow for propulsion. (The Lyrandar Helm, Navigator's Helm, and Orien Helm described in this chapter fulfill that requirement.) If multiple characters combine their Bastions into a single vehicle, each Bastion must include the same kind of special facility that allows for propulsion, and in order for the vehicle to travel, the characters must all issue the Empower order to those facilities at the same time. In this case, however, the combined Bastion can travel more than 8 hours per day; the facility hirelings can operate the vehicle in shifts. Thus, a combined Bastion with at least three Navigator's Helm facilities can sail for 24 hours a day as the three hirelings trade off navigation in 8-hour shifts.

If characters are traveling with their mobile Bastions, they can also have encounters and face obstacles just as if they were traveling away from their Bastions. When the DM is planning obstacles for such a journey (as described in the *Dungeon Master's Guide*), a potential consequence of an encounter or obstacle is the temporary loss of access to one or more of the Bastion's facilities, including the facility that allows propulsion.

Players and the DM should work together to create a Bastion map that fits within the chosen vehicle. Facilities can be slightly larger or smaller than the rules in the *Dungeon Master's Guide* specify, at the DM's discretion, in order to fit. A mobile Bastion can't have defensive walls.

SPECIAL FACILITIES

The special facilities here are presented in alphabetical order. The Special Facilities table lists those special facilities, along with their prerequisites and orders, in order of level.

Special Facilities

Level	Special Facility	Prerequisite	Order
5	Dragonmark Outpost	Renown 10+ with any dragonmarked house*	Empower
9	Kundarak Vault	Renown 15+ with House Kundarak	Trade
9	Navigator's Helm	None	Empower
9	Orien Helm	Renown 15+ with House Orien	Empower
13	Artificer's Forge	Ability to use Artisan's Tools as a **Spellcasting Focus**	Craft
13	Inquisitive Agency	None	Research
13	Lyrandar Helm	Renown 25+ with House Lyrandar	Empower
13	Manifest Zone	Ability to use a Spellcasting Focus	Empower
13	Museum	None	Research
17	Construct Forge	Ability to use Artisan's Tools as a Spellcasting Focus	Recruit
*Certain benefits of this facility have additional prerequisites.			

Artificer's Forge

Level 13 Bastion Facility

Prerequisite: Ability to use Artisan's Tools as a **Spellcasting Focus**

Space: Roomy

Hirelings: 2

Order: Craft

An Artificer's Forge includes two magewright hirelings who are skilled in creating magic items.

Crafting Assistants. If you create a magic item in your Bastion using the rules in the *Dungeon Master's Guide*, one or both of this facility's hirelings can assist you, reducing the time required for the crafting.

Craft: Magic Item. When you issue the Craft order to this facility, you commission the facility's hirelings to craft a Common or an Uncommon magic item chosen by you from the *Dungeon Master's Guide*. The facility has the tool required to craft the item, and the hirelings have proficiency with that tool as well as proficiency in the **Arcana** skill. The two hirelings assist each other, reducing the time required to craft the item. If the item allows its user to cast any spells from it, the hirelings have those spells prepared.

Charge Refreshment. Whenever a magic item in your Bastion regains charges, it regains 1 extra expended charge.

Construct Forge

Level 17 Bastion Facility

Prerequisite: Ability to use [Tooltip Not Found] as a **Spellcasting Focus**

Space: Vast

Hirelings: 2

Order: Recruit

A Construct Forge is used to create Constructs.

Recruit: Construct. When you issue the Recruit order to this facility, you commission the facility's hirelings to craft a Construct from the Forge Constructs table. The construction takes the time and costs you the amount listed in the table.

Constructs made in this facility count as Bastion Defenders. Deduct any you lose from your Bastion Defenders roster. You can choose not to count one or more of these creatures as Bastion Defenders, in which case they can't be called on to defend the Bastion. Instead, they act in accordance with their nature and use their stat blocks in the *Monster Manual*.

Forge Constructs

Creature	Time	Cost
Animated Armor	14 days	1,000 GP
Animated Broom	7 days	250 GP
Animated Flying Sword	7 days	250 GP
Animated Rug of Smothering	21 days	2,000 GP
Helmed Horror	42 days	5,000 GP
Scarecrow	14 days	1,000 GP
Shield Guardian	63 days	25,000 GP
Warforged Titan*	250 days	200,000 GP

*The Warforged Titan stat block appears in *Eberron: Rising from the Last War*. Creating new Warforged Titans is illegal under the terms of the Treaty of Korth, which ended the Last War. Violating that treaty risks reigniting open war across Khorvaire.

Dragonmark Outpost

Level 5 Bastion Facility

Prerequisite: Renown 10+ with any dragonmarked house

Space: Roomy

Hirelings: 1

Order: Empower

A Dragonmark Outpost is an area set aside for the use of your dragonmarked house. The hireling is a house agent and serves as a liaison between you and your superiors in the house.

When you add this facility to your Bastion, your Renown Score with your house increases by 1.

Dragonmark Empowerment (Requires Any Dragonmark Feat). When you finish a Long Rest in your Bastion, you gain one extra spell slot of level 2. You can use this spell slot to cast only a spell you have prepared because of a Dragonmark feat.

Empower: House Favor. When you issue the Empower order to this facility, you instruct your hireling to call in a favor from your dragonmarked house. You can use any benefit of your house that your Renown Score affords you (as described in chapter 5), and this favor doesn't count against the total number of favors available to you. Once you use this feature, you can't use it again until your Renown Score with your house increases.

Inquisitive Agency

Level 13 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Research

This facility is an office for an inquisitive agency—either the headquarters of an agency you control or a branch office for a larger agency (such as Information Acquisition or Karr'Aashta's Investigations, both of which are discussed in chapter 4). Its one hireling is a secretary who maintains an extensive directory of useful contacts and helpful agents.

Research: Information Gathering. When you issue the Research order to this facility, you commission the agency's secretary to gather information from contacts and agents regarding a specific individual you designate, assembling a comprehensive picture of that person's activities during the previous 7 days and over the course of the next 7 days, within 10 miles of your Bastion. Unless the DM deems that certain information is beyond these agents' ability to uncover, you learn the following information:

Where the person is and has been staying
What they've spent money on
Whom they've met with
Where they've shown identification papers to the authorities
If your Bastion is mobile, it takes time to establish this network of agents in a new place. When your Bastion is traveling, you can't issue the Research order to this facility. After it arrives at its destination, the first time you issue the Research order, this facility's hireling spends 7 days establishing a new network, after which you can use the Research order normally.

Kundarak Vault

Level 9 Bastion Facility

Prerequisite: Renown 15+ with House Kundarak

Space: Cramped

Hirelings: 1

Order: Trade

A Kundarak Vault occupies space in your Bastion like any other special facility, but it is an extradimensional space that can be accessed from other places. As a Kundarak facility, it provides exceptionally secure storage for your trade goods and other treasures. Only you and your Bastion's hirelings can open the vault door.

Kundarak Access. Because the vault is an extradimensional space, you (and only you) can access its contents from any Kundarak bank facility in the world. These banks are found in cities across Khorvaire (and also in Stormreach, in Xen'drik).

Trade: Goods. When you issue the Trade order to this facility, its hireling spends the next 7 days procuring nonmagical items that have a total value of 2,000 GP or less and stores them in the Kundarak Vault, or the hireling uses those 7 days to sell goods in the Kundarak Vault. You bear the total cost of any purchases, and the maximum value of the items purchased increases to 5,000 GP when you reach level 13.

When you sell goods from your Kundarak Vault, the buyer pays you 20 percent more than the standard price; this profit increases to 50 percent when you reach level 13 and 100 percent when you reach level 17.

Lyrandar Helm

Level 13 Bastion Facility

Prerequisite: Renown 25+ with House Lyrandar

Space: Cramped

Hirelings: 1

Order: Empower

A Lyrandar Helm allows a mobile Bastion built within an elemental airship or an elemental galleon to travel. This facility's hireling is a dragonmarked heir of House Lyrandar. On an elemental airship, the airship's Helm crew station is part of this facility (see chapter 7).

Empower: Travel. When you issue the Empower order to this facility, you instruct its hireling to pilot the Bastion to a destination you specify. The Bastion travels at the vehicle's speed, 8 hours per day, for the duration of the Bastion turn. The Bastion stops early when it reaches the specified destination or if something happens to stop your travel.

When you issue the Empower order to this facility, the DM rolls on the Bastion Events table as if you had issued the Maintain order to your Bastion.

Manifest Zone

Level 13 Bastion Facility

Prerequisite: Ability to use a **Spellcasting Focus**

Space: Vast

Hirelings: 1

Order: Empower

A Bastion with a Manifest Zone is infused with the planar energy of one of Eberron's planes of existence. Choose the plane when you build this facility.

Empower: Manifest Charm. When you issue the Empower order to this facility, the facility's hireling conducts magical rites for the next 7 days. At the end of that period, you gain a special Charm (see "Supernatural Gifts" in the *Dungeon Master's Guide*) called a Manifest Charm, which lasts until you use it. You don't need to be in the Bastion while the rites are performed to gain their benefit. The effects of the Charm depend on the facility's linked plane:

Daanvi, the Perfect Order. You can expend the Charm (no action required) to end the **Blinded**, **Deafened**, **Paralyzed**, or **Poisoned** condition on yourself.
Dolurrh, the Realm of the Dead. When you use a spell slot to cast a spell from the Necromancy school, you can expend the Charm (no action required) to treat the spell as if it were cast using a spell slot 1 level above the slot expended.
Fernia, the Sea of Fire. When you use a spell slot to cast a spell that deals Fire damage, you can expend the Charm (no action required) to treat the spell as if it were cast using a spell slot 1 level above the slot expended.
Irian, the Eternal Dawn. When you use a spell slot to cast a spell that restores Hit Points or deals Radiant damage, you can expend the Charm (no action required) to treat the spell as if it were cast using a spell slot 1 level above the slot expended.
Lamannia, the Twilight Forest. When you use a spell slot to cast a spell that conjures or summons a Beast, an Elemental, or a Fey (including ***Conjure Animals***, ***Conjure Elemental***, ***Conjure Fey***, ***Conjure Minor Elementals***, ***Conjure Woodland Beings***, ***Find Steed***, ***Summon Beast***, ***Summon Elemental***, or ***Summon Fey***), you can expend the Charm (no action required) to treat the spell as if it were cast using a spell slot 1 level above the slot expended.
Mabar, the Endless Night. When you use a spell slot to cast a spell that animates or summons an Undead (including ***Animate Dead***, ***Create Undead***, or ***Summon Undead***), you can expend the Charm (no action required) to treat the spell as if it were cast using a spell slot 1 level above the slot expended.
Risia, the Plain of Ice. When you use a spell slot to cast a spell that deals Cold damage, you can expend the Charm (no action required) to treat the spell as if it were cast using a spell slot 1 level above the slot expended.
Shavarath, the Battleground. When you score a Critical Hit, you can expend the Charm (no action required) to deal an extra 10 damage of one of the types dealt by the attack.
Syrania, the Azure Sky. You can expend the Charm as a Bonus Action to gain a Fly Speed equal to your Speed for 1 minute.
Thelanis, the Faerie Court. When you cast a spell from the Enchantment or Illusion school, you can expend the Charm (no action required) to give one target of the spell Disadvantage on its saving throw against the spell.
Xoriat, the Realm of Delirium. When you use a spell slot to cast a spell, you can expend the Charm (no action required) to roll on the Wild Magic Surge table in the *Player's Handbook*.

If your Bastion is mobile, its connection to the linked plane of existence is suspended while the Bastion moves, and you can't issue the Empower order to this facility while it is in transit. When the Bastion reaches a destination, you can issue the Empower order to establish a new planar connection, linking the Bastion either to the same plane of existence or to a different one you choose. Establishing the new connection takes 7 days, after which you can issue the Empower order normally.

Museum

Level 13 Bastion Facility

Prerequisite: None

Space: Roomy

Hirelings: 1

Order: Research

A Museum contains relics and treasures brought back from expeditions you participated in or sponsored, carefully cataloged and displayed.

Research: Specialized Lore. When you issue the Research order to this facility, you commission the hireling to study particular treasures in the museum. The work takes 7 days. The hireling gains knowledge regarding some question of ancient history as if they had cast the ***Legend Lore*** spell, then shares this knowledge with you the next time you speak with them.

Secrets of the Past. Your Museum contains one treasure that gives you a magical Charm (see "Supernatural Gifts" in the *Dungeon Master's Guide*) when you spend 7 days studying it and then finish a Long Rest in your Bastion. The Charm lasts for 7 days or until you use it. You can't gain another Charm from this facility while you still have one. The effect of the Charm depends on the origin of the treasure in your Museum. You can choose one of the following options (your DM might make more options available or limit the existing options based on your past expeditions):

Charm of Argonnessen. While you have this Charm, you know Draconic. You can expend the Charm to cast ***Dragon's Breath*** (level 4 version), targeting yourself only.
Charm of Ashtakala. While you have this Charm, you know Abyssal and Infernal. You can expend the Charm to cast ***Ray of Sickness*** (level 4 version).
Charm of Dhakaan. While you have this Charm, you know the Goblin language. You can expend the Charm to cast *Stagger ing Smite* .
Charm of Khyber. While you have this Charm, you have **Darkvision** with a range of 120 feet. You can expend the Charm to gain **Truesight** with a range of 60 feet for 1 minute.
Charm of Xen'drik. While you have this Charm, you know the Giant language. As a Bonus Action, you can expend the Charm to change your Strength score to 25 for 1 hour.
Enlarging the Facility. You can enlarge your Museum to a Vast facility by spending 2,000 GP. If you do so, the Museum can have two treasures with different origins. A Vast Museum gains two additional hirelings, for a total of three. Assign names and personalities to them as you see fit.

ARTIST: CULLEN COLE

Navigator's Helm

Level 9 Bastion Facility

Prerequisite: None

Space: Cramped

Hirelings: 1

Order: Empower

A Navigator's Helm allows a mobile Bastion built within a mundane waterborne vehicle to travel.

Empower: Travel. When you issue the Empower order to this facility, you instruct its hireling to pilot the Bastion to a destination you specify. The Bastion sails at the vehicle's speed, 8 hours per day, for the duration of the Bastion turn. The Bastion stops early when it reaches the specified destination or if something happens to stop your travel.

When you issue the Empower order to this facility, the DM rolls on the Bastion Events table as if you had issued the Maintain order to your Bastion.

Orien Helm

Level 9 Bastion Facility

Prerequisite: Renown 15+ with House Orien

Space: Cramped

Hirelings: 1

Order: Empower

An Orien Helm allows a mobile Bastion built within a Lightning Rail cart to travel. This facility's hireling is a dragonmarked heir of House Orien.

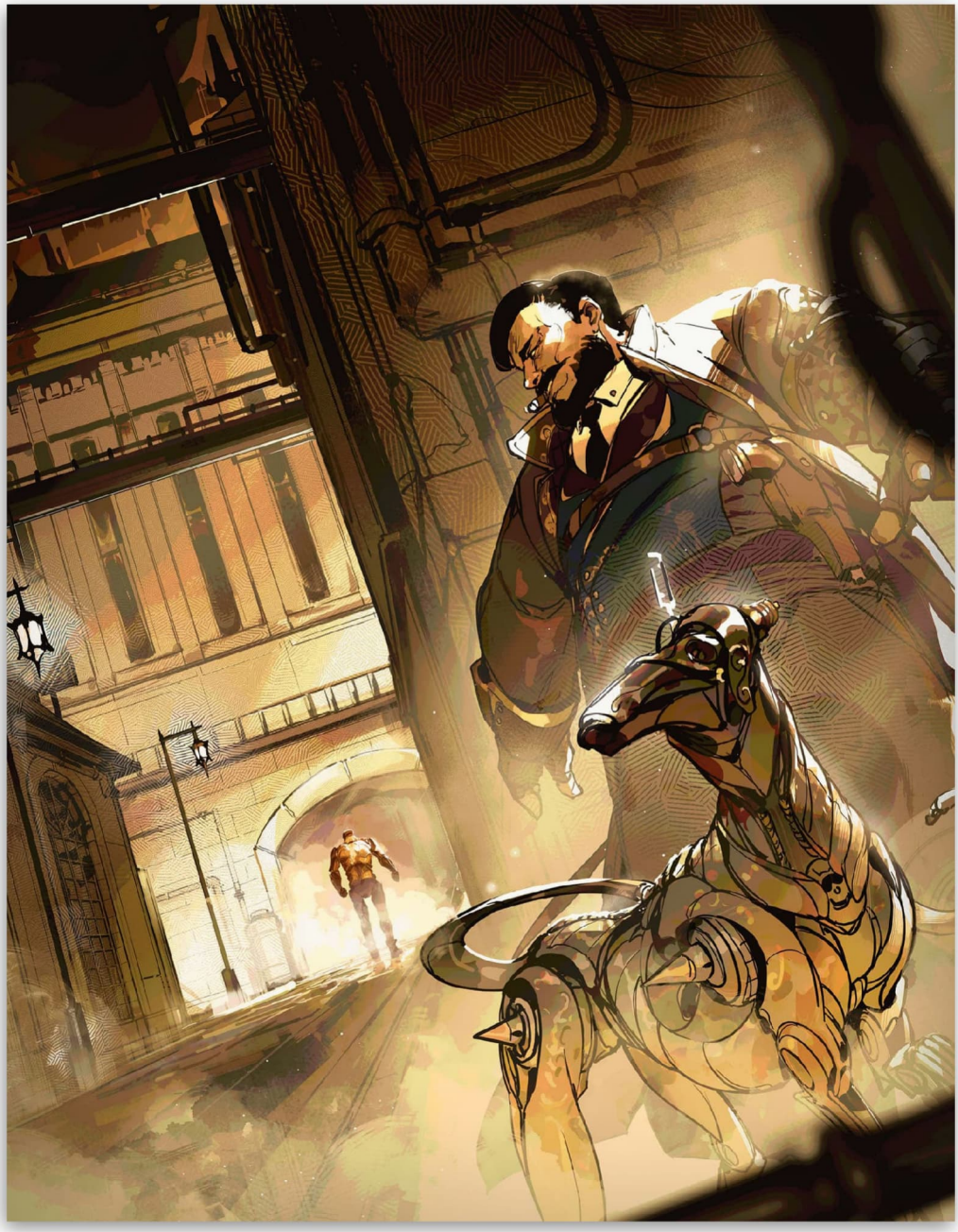
Empower: Travel. When you issue the Empower order to this facility, you instruct its hireling to pilot the Bastion to a destination you specify. The Bastion travels at a rate of 30 miles per hour, 8 hours per day, along an existing route of conductor stones for the duration of the Bastion turn. The Bastion stops early when it reaches the specified destination or if something happens to stop your travel.

When you issue the Empower order to this facility, the DM rolls on the Bastion Events table as if you had issued the Maintain order to your Bastion.

CHAPTER 04

SHARN INQUISITIVES

ARTIST: KUNO



A BATTLE SMITH INQUISITIVE TRAILS HIS QUARRY THROUGH THE STREETS AND TOWERS OF SHARN

THE INQUISITIVES OF SHARN ARE A DISTINCTIVE BREED OF ADVENTURERS: PART PRIVATE INVESTIGATOR, PART POLICE DETECTIVE, AND PART SPY. TO THEM, ADVENTURE means investigating crimes and making sure the criminals get their due. Inquisitives probe murders, find missing people, stop blackmailers, and break up smuggling rings. And they don't necessarily limit their investigations to such mundane problems. They might unmask a rakshasa posing as a city councilor, find a possessed ancient mask that forced a professor to commit grisly murders, or dispel the magic keeping a noble scion in comatose slumber.

Run a Sharn inquisitives campaign if you want to emulate the film noir adventures of detectives like Philip Marlowe, Sam Spade, Mike Hammer, and Dick Tracy in a fantastical environment. If you decide to run this kind of campaign, it's a good idea to discuss with your players how serious you intend the game to be. There's a fine line between playing an archetype and parodying it; the "hard-boiled detective" noir archetype has been parodied so often that a campaign based on it can easily lean on the comedic side. Talk with your players early and often about the tone you're aiming for, as well as what they want from the campaign.

INQUISITIVE CHARACTERS

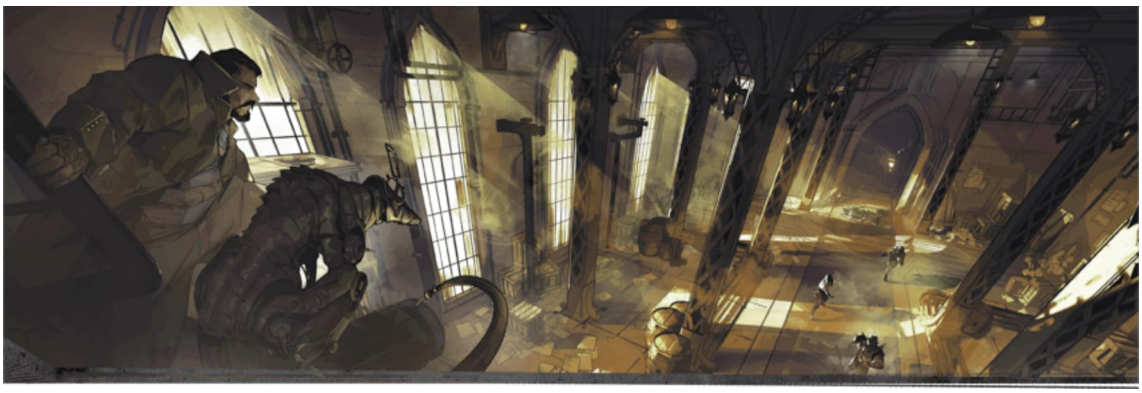
A Sharn inquisitives campaign revolves around the idea of the characters as investigators who might work for an inquisitive agency at the start of the campaign but might run their own in time. In any case, the inquisitive agency functions as a patron to the adventuring party, becoming a source of both missions and rewards. You can use the group patron rules in *Eberron: Rising from the Last War* or *Tasha's Cauldron of Everything* to give characters the benefits of this patronage.

The Inquisitive background in chapter 2 is a good option for characters in this campaign, along with backgrounds from the *Player's Handbook* such as Charlatan, Criminal, Guard, and Wayfarer.

Inquisitive Agencies of Sharn

Inquisitive agencies run the gamut from a handful of private investigators working together to networks of detectives supported by dragonmarked houses. If the characters want to establish their own inquisitive agency, they should consider two key factors: where to locate the agency, and whether to associate with an established guild.

ARTIST: KUNO



INQUISITIVES IN SHARN KEEP CONSTANT WATCH OVER CRIMINAL ACTIVITY IN THE CITY, NO MATTER WHERE IT OCCURS

Agency Location

Depending on what levels of the City of Towers an inquisitive agency focuses on, its members might get involved in very different sorts of investigations. Lower Sharn means poor clients and lawless streets. Middle Sharn means merchant rivalries and better pay. Upper Sharn means uncovering the secrets hidden behind the veneer of respectability. See the "Sharn Neighborhoods" section later in this chapter for more details about the quarters where characters might establish their headquarters.

FINDERS GUILD AND WARNING GUILD

Four Tharashk inquisitives with the Mark of Finding each lead a Finders Guild agency in a different part of the city. The dragonmarked heads of these agencies generally work on only the most important or difficult cases, but their staffs are known as the best inquisitives in the business. These agencies are described in the "Sharn Neighborhoods" section.

The Warning Guild keeps a lower profile in Sharn than Tharashk's Finders Guild. Only one notable agency readily accepts walk-in clients: the Watchful Eye, located in Redstone (in Upper Dura). This agency's principal is Brina d'Medani, a Khoravar who settled in Sharn after running afoul of the Emerald Claw on a mission in Karrnath. Other members of the Warning Guild rely primarily on wealthy clients referred to them directly by House Medani.

Guild Affiliation

Whether or not any of the characters possess dragonmarks, their agency can choose to affiliate with either House Tharashk's Finders Guild or House Medani's Warning Guild. The choice can influence the kinds of cases the characters take and the attitude the Sharn Watch takes toward their activities.

A dragonmarked house's seal of approval, whether it comes from House Tharashk's Finders Guild or House Medani's Warning Guild, promises a certain standard of quality and professional ethics. However, that guarantee comes at a price: most guild-sponsored inquisitives charge at least 2 GP per day, plus expenses—and the use of magic can increase that cost significantly.

The inquisitives best at finding lost people and things belong to the Finders Guild of House Tharashk. Finders Guild agencies often end up as rivals to the Sharn Watch and can rarely count on the Watch for support.

Inquisitives of House Medani's Warning Guild detect and disrupt the theft of goods and information from their clients. They often partner with law enforcement agencies across Khorvaire, deploying training in keen observation and logical deduction. Though the Sharn Watch calls on these agencies to consult in difficult cases, members of the Watch tend to find Medani mind games infuriating and their idealism naive. Medani inquisitives also serve as bodyguards and sentries, focusing on protection against imminent threats.

The characters' agency need not affiliate with either guild; going independent is always an option. For the many people who can't afford the fees of the guild-sponsored agencies, independent inquisitives offer a cheaper alternative.

Other Details

Players can use the information about inquisitive agencies in *Eberron: Rising from the Last War* to flesh out more details about their agency, including allies, enemies, contacts, roles for each character in the agency, type of work, a signature case, and clientele.

SHARN INQUISITIVES CONFLICTS

You can select the conflicts in a Sharn inquisitives campaign from the abundant criminal enterprises that dominate the seamy underworld of the City of Towers. While inquisitives deal with countless petty thugs and lone criminals, sooner or later their investigations will lead them to cross paths with the masterminds of crime in Sharn.

As described in *Eberron: Rising from the Last War*, four criminal gangs are responsible for much of the illegal and shady activity in the City of Towers. This section focuses on two of them: The Boromar Clan and Daask. In addition, the sinister forces of the Dream Dark have infiltrated many places of power within the city.

You can replace one or more of these threats with other groups from *Eberron: Rising from the Last War*—such as the Tyrants, House Tarkanan, the Aurum, or the Sharn Watch—or ones of your own devising. If the characters' inquisitive agency aligns with a dragonmarked house whose operations include inquisitive work (House Tharashk's Finders Guild or House Medani's Warning Guild), you also can incorporate conflicts with rival houses, as described in chapter 5.

This section outlines the three conflicts suggested above, the goals of the villainous groups involved, and possible plot arcs tied to them.

The Boromar Clan

The Boromar Clan is the most powerful criminal organization in Sharn, with a reach that includes the city council, the Sharn Watch, House Jorasco, the elite social circles of Skyway, the shipping trade, and a wide array of illegal activity to boot—particularly extortion, gambling, smuggling, and thievery. The clan began as a family of halfling immigrants from the Talenta Plains, and its headquarters and key holdings lie in the Little Plains district of Middle Menthis, where many such migrants dwell.

ARTIST: JORDAN KERBOW

THE CRIMINALS OF SHARN COME IN DIFFERENT SHAPES, IN DIFFERENT SIZES, AND FROM DIFFERENT PLANES OF EXISTENCE

Goals of the Boromar Clan

For generations, the goals of the Boromar Clan have been simple: to maintain an iron grip on shady and illegal activities in Sharn. The Boromars extend their influence into places of power and bribe officials of the Sharn Watch, all to maximize profits and power. Short-term goals come and go in service of these overarching objectives—blackmailing a councilor here, purchasing a shipping company there. But with the rise of Daask, the Boromars have the new and urgent goal of eliminating their upstart rival once and for all.

The fierce enmity between the Boromar Clan and Daask creates interesting options for inquisitive characters who stand (at least nominally) on the side of the law against both criminal organizations. Will they accept help from the Boromars against the much more obviously dangerous Daask? Or might they disregard Daask operations clearly meant to undermine the Boromars? The inquisitives might even find a way to ensure the conflict between the two criminal groups weakens them both, making Sharn safer in the process.

A Boromar Clan Arc

The conflict between inquisitives and The Boromar Clan might follow this broad outline.

Levels 1–4. The characters investigate petty crimes—pickpocketing, burglary, blackmail, and such—and help bring several Boromar Clan members to justice. The inquisitives find the Sharn Watch unhelpful in dealing with these criminals, though, and some legitimate businesses and law-abiding citizens start shunning or insulting the characters, angry at their interference with the "hometown heroes" of the Boromar Clan.

Levels 5–10. Ostensibly trying to mend the poor relationship between the Sharn Watch and the inquisitives, a Watch officer recruits the characters to bring a Daask gang to justice. The Watch helps, and the characters catch several Daask criminals. However, the characters' Watch allies don't seem concerned about whether any Daask members are hurt or killed in the final confrontation. Indeed, it turns out that the Boromar Clan arranged the operation to remove a dangerous group of rivals.

Levels 11–16. Boromar leaders try to recruit the characters to their side, offering exorbitant fees and extravagant gifts as payment for simple jobs. If bribery doesn't work, the gang tries to coerce the characters into helping them, using friends, family members, or contacts as leverage. Along the way, the characters learn that a trusted NPC ally is firmly in the pocket of the Boromar Clan.

Levels 17–20. Assuming the characters haven't joined the Boromars, the clan leadership tries to eliminate them. The Boromars can't muster a physical threat to challenge characters of this level, so they wield their political power instead. Under pressure from Boromar leaders, the city council declares the adventurers a threat to Sharn's safety and security. Officials revoke their inquisitive agency's operations permit and ask the characters to leave Sharn.

Boromar Operatives

The Boromar Clan began as a single family of halflings. Though its influence has expanded widely, its key operatives are still family members. Boromar operatives prefer deception and bribery over outright violence, though they defend their interests when necessary. Besides those described here, other Boromar operatives include bandits, commoners, spies, toughs, and warriors (see the *Monster Manual*).

Boromar Smuggler. Smugglers employed by the Boromar Clan (mostly halflings) are notoriously hard to catch. These speedy criminals traffic everything from narcotics to illegal arcane weaponry across Sharn.

Boromar Underboss. Underbosses supervise larger clan operations, such as gambling halls and warehouses of smuggled goods awaiting transport. Accustomed to the criminal lifestyle, these hardy individuals (mostly halflings) dismiss and dispose of threats with calculated ease.

Daask

Daask is a violent gang of muggers, extortionists, looters, cultists, and drug dealers supported by such monsters as harpies, medusas, minotaurs, ogres, and trolls. It seems like a simple criminal gang engaged in a battle for territory and power against the Boromar Clan and the forces of law and order—but the truth is more complicated. In fact, the members of Daask take their orders from Sora Katra, one of the three hags (the Daughters of Sora Kell) who rule the nation of Droaam. Daask's operations in Sharn are only a small part of a much larger scheme.

Goals of Daask

The goals of Daask, like those of the Daughters of Sora Kell, are shrouded in mystery. As described in *Eberron: Rising from the Last War*, the reason for Daask's existence depends on the path you choose for the Daughters of Sora Kell—whether they seek peace and stability for their young nation of mistrusted monsters, desire to end humanity's dominance over Khorvaire and let monsters rule, or merely follow the visions of Sora Teraza wherever they lead. Regardless of Daask's larger purpose, however, one immediate goal remains: to eliminate the Boromar Clan, or at least break its hold on Sharn's criminal underworld. Its methods range from street violence—mugging, armed robbery, and even pillaging—to extortion and trade in drugs.

Boromar Smuggler

Small Humanoid (Halfling), Neutral Evil

AC 13 **Initiative** +4 (14)

HP 27 (6d6 + 6)

Speed 40 ft.

Ability	Score	Mod	Save
Str	11	+0	+0
Dex	15	+2	+4
Con	12	+1	+1

Ability	Score	Mod	Save
Int	11	+0	+0
Wis	10	+0	+2
Cha	14	+2	+2

Skills **Perception** +2, **Sleight of Hand** +6, **Stealth** +6

Gear Leather Armor, Pistol, Shortsword

Senses Passive Perception 12

Languages Common, Halfling, Thieves' Cant

CR 1/2 (XP 100; PB +2)

Traits

Hustle. The smuggler can move through the space of any creature that is of a larger size, but it can't stop there.

Actions

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage.

Pistol. *Ranged Attack Roll:* +4, range 30/90 ft. *Hit:* 7 (1d10 + 2) Piercing damage.

A Daask Arc

The conflict between inquisitives and Daask might follow this broad outline.

Levels 1–4. The characters investigate crimes perpetrated by Daask against businesses they eventually discover are affiliated with the Boromar Clan. The Sharn Watch might hire the characters to help bring a Daask gang to justice, but the inquisitives eventually learn that the Boromar Clan seeks to use the Watch and the characters to strike back at Daask.

Levels 5–10. What seems like a routine case of a wealthy noble disappearing into a drug den while looking for thrills leads the characters to dig into Daask's trade in dragon's blood, a mysterious and dangerous new drug. The investigation drives the characters into conflict with increasingly powerful monsters affiliated with the gang.

Levels 11–16. Daask operatives kidnap a prominent figure in Sharn, but the freed "victim" turns out to be a doppelganger. The characters are hired to retrieve the real victim, who is undergoing a ritual that will eventually transform them into a hag.

Levels 17–20. While Daask stirs up riots in the Cogs and Malleon's Gate, the characters discover that the gang has also planted arcane explosives across the city. The characters must find the explosives before Sharn is thrown into utter chaos.

Boromar Underboss

Small Humanoid (Halfling), Lawful Evil

AC 16 **Initiative** +7 (17)

HP 104 (19d6 + 38)

Speed 30 ft.

Ability	Score	Mod	Save
Str	10	+0	+0
Dex	18	+4	+7
Con	15	+2	+5

Ability	Score	Mod	Save
Int	12	+1	+1
Wis	14	+2	+5
Cha	17	+3	+3

Skills **Insight** +5, **Perception** +8, **Sleight of Hand** +10

Resistances Poison

Gear Studded Leather Armor

Senses Passive Perception 18

Languages Common, Halfling, Thieves' Cant

CR 8 (XP 3,900; PB +3)

Traits

Hustle. The underboss can move through the space of any creature that is of a larger size, but it can't stop there.

Actions

Multiattack. The underboss makes three attacks, using **Poisoned** Blade or Arcane Firearm in any combination.

Poisoned Blade. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 7 (2d6) Poison damage, and the target has the **Poisoned** condition until the start of the underboss's next turn. If the target is already **Poisoned**, it instead takes an extra 7 (2d6) Poison damage.

Arcane Firearm. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 26 (4d10 + 4) Force damage.

Reactions

Uncanny Dodge. *Trigger:* The underboss is hit by an attack roll. *Response:* The underboss halves the damage (round down) it takes from that attack.

Daask Enforcers

Daask's agents in Sharn include changelings, goblins, humans, and shifters recruited in the city, as well as monsters that have come to Sharn from Droaam: gnolls, harpies, medusas, minotaurs, ogres, trolls, and an oni leader named Cavallah. Droaam's gnolls are untainted by the demonic influence of Yeenoghu; many such enforcers use the stat blocks presented here.

Daask Bruiser. Intimidating and powerful, bruisers lead Daask operations when more violent and decisive shows of force are needed. These enforcers relish the brutality of their work.

Daask Raider. Raiders use guerrilla tactics to ambush warehouses and beat down opponents. These skilled fistfighters work in tandem to claim goods and territory for Daask.

Daask Bruiser

Medium Humanoid (Gnoll), Neutral Evil

AC 17 **Initiative** +5 (15)

HP 150 (20d8 + 60)

Speed 30 ft.

Ability	Score	Mod	Save
Str	20	+5	+9
Dex	13	+1	+1
Con	16	+3	+7

Ability	Score	Mod	Save
Int	10	+0	+0
Wis	12	+1	+5
Cha	14	+2	+2

Skills **Athletics** +9, **Intimidation** +6, **Perception** +5

Senses **Darkvision** 60 ft.; Passive Perception 15

Languages Common, Gnoll

CR 9 (XP 5,000; PB +4)

Traits

Blood Frenzy. The bruiser has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Actions

Multiattack. The bruiser makes three Pummel attacks and uses Glare.

Pummel. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage.

Glare. *Wisdom Saving Throw:* DC 14, one creature the bruiser can see within 30 feet. *Failure:* The target has the **Frightened** condition until the start of the bruiser's next turn.

Reactions

Smackback. *Trigger:* The bruiser takes damage from a creature within 5 feet. *Response:* The bruiser makes one Pummel attack, targeting the triggering creature.

The Dreaming Dark

The sinister and mysterious Dreaming Dark—a metaphysical force trying to prolong the current age of despair and violence—seeks to extend its reach toward Khorvaire. Over a century ago, the Dream Dark compromised House Deneith's enclave in Upper Tavick's Landing. Although the enclave seems normal to outsiders, and even to many in House Deneith, it is now a stronghold of shadows. Under the tutelage of the Dreaming Dark, the Sharn Deneith have become masters of intrigue and subtlety. They carefully conceal their psionic power from outsiders while using it to gather information from the wealthy citizens they ostensibly guard.

While the enclave serves the Dreaming Dark, most of its members have no idea they are in league with the Inspired. Over a century of indoctrination, the Inspired dominator Tirashana has taught the Sharn Deneith to see themselves as superior because of their dragonmarks and raised above the other dragonmarked houses by their psionic abilities. Even members of the house who work directly with the Inspired believe that the Inspired consider them equal partners, but in fact the Inspired view them merely as useful pawns. Now quori spirits have possessed fifteen members of the house.

In addition to the leaders of House Deneith in Sharn, the Dreaming Dark has agents strategically planted throughout the City of Towers. They include one member of the Sharn Council (Bestan ir'Tonn, who also has close ties to the Boromar Clan) and a leader in the Sharn Watch (Warden Maira ir'Talan of the Blackened Book). The Dreaming Dark also commands the allegiance of the Riedran ambassadors in Sharn.

Daask Raider

Medium Humanoid (Gnoll), Neutral Evil

AC 15 **Initiative** +1 (11)

HP 33 (6d8 + 6)

Speed 30 ft.

Ability	Score	Mod	Save
Str	16	+3	+5
Dex	12	+1	+1
Con	13	+1	+1

Ability	Score	Mod	Save
Int	10	+0	+0
Wis	11	+0	+0
Cha	8	-1	-1

Skills Athletics +5, Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common, Gnoll

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The raider has Advantage on an attack roll against a creature if at least one of the raider's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

Actions

Pummel. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Reactions

Smackback. *Trigger:* The raider takes damage from a creature within 5 feet. *Response:* The raider makes one Pummel attack, targeting the triggering creature.

Goals of the Dreaming Dark

Building from the description in *Eberron: Rising from the Last War*, the Dream Dark has three objectives in the City of Towers:

To cause chaos and strife by undermining what little faith in law enforcement exists in Sharn—turning the forces of law and order against one another, fueling the feuds between criminal organizations, and spreading fear among the populace.
To promote their chosen champions, which in Sharn means the subverted and possessed agents of House Deneith.
To undermine the kalashtar throughout the city—especially in the Overlook district of Upper Dura and its Path of Light temple.

A Dreaming Dark Arc

The Dream Dark poses a significant threat, which might not manifest fully until the characters can handle the danger. The conflict could play out according to this outline.

Levels 1–4. Early in their adventures, the inquisitives have vivid dreams that reveal key details about cases they're working on—easily interpreted as subconscious insights bringing overlooked information to light. (The discussion of the Dreaming Dark in *Eberron: Rising from the Last War* includes suggestions for incorporating dreams into your game.)

Levels 5–10. Investigating a series of grisly crimes, the characters are aided by a **Sentinel Marshal** of House Deneith (see stat block in chapter 5). When captured, the criminal insists that recurring dreams led to the crimes. The Sentinel Marshal dismisses this claim. If the inquisitives investigate further, they find themselves drawn into a nightmare scenario involving a quori. In the course of that adventure, they glean clues that the Sentinel Marshal played a more sinister part in events than previously suspected.

Levels 11–16. The characters experience increasingly frequent nightmares, individually and as a group. Meanwhile, the Sentinel Marshals and other members of House Deneith interfere with their investigations.

Levels 17–20. The inquisitives uncover the corruption at the heart of the House Deneith enclave in Sharn, which reaches all the way to its lord, Sadran d'Deneith—a human man possessed by a powerful quori spirit. Their investigations lead to confrontations with Deneith leaders in the waking world, but eventually the inquisitives must fight the quori in the dream world of Dal Quor.

Dreaming Dark Infiltrator

Medium or Small Humanoid, Lawful Evil

AC 15 **Initiative** +3 (13)

HP 104 (16d8 + 32)

Speed 30 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	17	+3	+3
Con	15	+2	+2

Ability	Score	Mod	Save
Int	18	+4	+7
Wis	16	+3	+6
Cha	17	+3	+6

Skills Deception +6, Insight +6, Stealth +6

Resistances Psychic

Gear Chain Shirt

Senses **Truesight** 30 ft.; Passive Perception 13

Languages Common, Quori; telepathy 120 ft.

CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The infiltrator makes three Mind Blade attacks.

Mind Blade. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30 ft. *Hit:* 14 (3d6 + 4) Psychic damage.

Spellcasting. The infiltrator casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15):

3/Day: ***Detect Thoughts***

1/Day: ***Synaptic Static***

Bonus Actions

Mind Curse. *Wisdom Saving Throw:* DC 15, one creature hit by the infiltrator's Mind Blade attack this turn. *Failure:* The target takes 14 (4d6) Psychic damage and is cursed. While cursed in this way, it has Disadvantage on attack rolls against the infiltrator, and the infiltrator always knows its location while it and the infiltrator are on the same plane of existence. A cursed creature repeats the save whenever it finishes a Short or Long Rest, ending the effect on itself on a success. *Success:* Half damage only.

Dreaming Dark Agents

Anyone can be seduced into the service of the Dream Dark, and a normal person possessed by a quori (see the quori stat blocks in *Eberron: Rising from the Last War*) uses their normal stat block. The two agents presented here are Inspired agents of the Dark who wield terrifying psionic power.

Dreaming Dark Infiltrator. **Dreaming Dark infiltrators** are spies sent to gather intelligence. They plant psychic seeds in their minds of their foes that enhance the infiltrators' combat prowess against those enemies.

Dreaming Dark Mindkiller. Mindkillers are the assassins of the Dreaming Dark, sent to terrify their foes before striking to kill. Mindkillers force foes to attack their own allies, causing physical and emotional devastation to grow the power of the Dreaming Dark.

Dreaming Dark Mindkiller

Medium or Small Humanoid, Lawful Evil

AC 19 **Initiative** +4 (14)

HP 180 (24d8 + 72)

Speed 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	19	+4	+4
Con	16	+3	+3

Ability	Score	Mod	Save
Int	21	+5	+9
Wis	18	+4	+8
Cha	17	+3	+7

Skills **Deception** +7, **Insight** +8, **Perception** +8, **Stealth** +8

Resistances Psychic

Immunities **Charmed**, **Frightened**

Senses **Truesight** 30 ft.; Passive Perception 18

Languages Common, Quori; telepathy 120 ft.

CR 11 (XP 7,200; PB +4)

Actions

Multiattack. The mindkiller makes two Nightmare Whisper attacks.

Nightmare Whisper. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 30 ft. *Hit:* 27 (5d8 + 5) Psychic damage, and the target has the **Frightened** condition until the start of the mindkiller's next turn. If the target is already **Frightened**, it instead takes an extra 10 (3d6) Psychic damage.

Primal Fear (1/Day). *Wisdom Saving Throw:* DC 17, each creature in a 30-foot-radius Sphere centered on a point the mindkiller can see within 120 feet. *Failure:* 35 (10d6) Psychic damage, and the target has the **Frightened** condition until the start of the mindkiller's next turn. While **Frightened** in this way, the target can do only one of the following on each of its turns: move, take an action, or take a Bonus Action. *Success:* Half damage only.

Bonus Actions

Slayer's Puppet (1/Day). The mindkiller casts ***Dominate Person,*** requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17).

SHARN NEIGHBORHOODS

Sharn is divided into geographical quarters—Central Plateau, Dura, Menthis Plateau, Northedge, and Tavick's Landing—and each quarter has three levels. The combination of quarter and level defines a ward: Upper Dura, Middle Central, Lower Northedge, and so on. Each ward comprises several districts or neighborhoods, each with its own distinctive flavor. A few areas lie outside Sharn's main geographical quarters, including Skyway, Cliffside, the Cogs, and the City of the Dead. (See *Eberron: Rising from the Last War* for more details.)

Every neighborhood has its own flavor of crime. This section offers suggestions for mysteries, intrigue, and adventure across Sharn's wards. It also includes brief descriptions of inquisitive agencies connected to House Tharashk's Finders Guild.

ARTIST: KUNO

SOMETHING IS ALWAYS HAPPENING IN THE SHADOWS OF THE CITY OF TOWERS

Upper Central

Upper Central is defined by wealth and prestige and heavily patrolled by both the Sharn Watch and private security agents, so crime there leans more toward elaborate heists than back-alley muggings. Lucrative targets such as the Kundarak Bank of Sharn (with its supposedly impenetrable storage facility called the Vaults) and Aurora Gallery (a magic item auction house) remain far beyond the reach of ordinary bank robbers and safecrackers, but they draw the attention of brilliant schemers who concoct elaborate plots, often with help from the inside. When something goes missing, whether from House Kundarak or from any of the ward's mansions and luxury shops, the victims call on the very best inquisitives to retrieve the stolen goods.

One opportunity for less renowned inquisitives is the chance to bring Sharn's elite to justice for a type of immoral behavior that remains fully legal: plundering the poor. Residents of the lower wards have little hope of securing redress for wrongs done by exploitative nobles, corner-cutting businesses, and government bureaucracies—unless persistent and skillful inquisitives provide them with leverage.

Middle Central

International intrigue is the most common form of criminal activity in Middle Central, which includes Ambassador Towers (with its embassies and consulates from across the world), the headquarters of the King's Citadel, and the primary enclaves of the dragonmarked houses. Spies and other shady characters remain alert for loose lips, unguarded communications, and opportunities to blackmail diplomats and dragonmarked heirs. The victims of these crimes sometimes hire less well-known inquisitives, who can make their problems go away without attracting attention.

Though Middle Central doesn't enjoy the wealth of the upper ward, it has its share of lucrative targets for elaborate heists, including the Brelish Museum of Fine Art (in Ambassador Towers) and the well-furnished temples in Sovereign Towers. Dragon Towers is the home of Thora Tavin and the headquarters of her criminal gang known as House Tarkanan.

Globe Information Agency

Kava Velderan, principal investigator at the Globe Information Agency, prides herself on her ability to find anyone, anywhere. A human dragonmarked heir of House Tharashk, Kava eschews the "d' " prefix she's entitled to use before her surname, as she values her clan more than house traditions. Her agency is located in the Dragon Towers district.

Lower Central

Lower Central seems to exist in blissful ignorance of the power struggles raging above it, and it's a largely peaceful place. One exception is a street gang called the Broken Mirror, active in the residential district of Vallia Towers. The members of this gang often target people with violent attacks meant to disfigure their faces.

Lower Central attracts nonconformists, artists, and radicals. Most of these folk hold nonviolent ideals that contribute to the ward's peacefulness, but at least one cult devoted to a radiant idol (described in *Eberron: Rising from the Last War*) meets in the inn district called Boldrei's Hearth. The radiant idol at the heart of this cult seduces its followers into acts of robbery, kidnapping, and even ritual murder to prove their loyalty.

City of the Dead

The necropolis in the cliffs north of Sharn, called the City of the Dead, feels peaceful because most of its residents are dead. But some of the dead are restless, and some of the living have an unholy fascination with the dead. Grave robbing is an issue here but rarely amounts to more than adolescent pranks done on a dare. More serious issues arise when necromancers create Undead servants, when restless spirits curse intruders, or when Gath—the Lich-Priest of the Keeper—conducts evil rites that introduce plague into Sharn.

Cliffside

Despite the Sharn Watch's presence in Cliffside, this rough-and-tumble dockside district remains one of the city's most crime-riddled areas. While legitimate businesses of all stripes serve the needs of transient sailors, less legitimate groups and individuals seek to profit off those sailors by theft. Kidnapping is common here as well; some ship's captains willingly ransom their crew members, while other captains regularly ransom sailors that no one else wants in exchange for a term of service.

The Cogs

The Cogs includes the industrial districts of Ashblack and Blackbones and the tenements of Khyber's Gate. It lies just above the city's lawless expanse of sewers and the ancient ruins of Old Sharn. Most residents of Sharn, however, make little distinction between the various realms that lie deep below the city and just call it all "the Cogs." The Sharn Watch maintains a presence in water purification plants in the sewers as well as elsewhere in the Cogs, but street gangs run rampant nevertheless—sometimes wreaking havoc, sometimes maintaining their own semblance of order and harsh law. The Quiet Folk, a group of thieving goblins, operates in the sewers below Tavick's Landing, while the Red Jackals, a more violent gang of shifters and orcs, fiercely defends its territory below Menthis Plateau. Daask also keeps its headquarters in Khyber's Gate.

In the depths of the Cogs, inquisitive work can blend seamlessly into dungeon-delving adventure. While investigating strange occurrences among the refugees from Cyre in High Walls (in Lower Tavick's Landing), characters might find clues that draw them down to the Citadel of the Closed Circle in Khyber's Gate, where a mind flayer explores the relics left by an ancient group of wizards devoted to the study of the daelkyr. Or inquisitives investigating the corruption of the Cathedral of the Cleansing Flame in Sovereign Towers (in Middle Central) might discover the archierophant's ties to a rakshasa dwelling in Khyber's Gate.

Upper Dura

Upper Dura, though quite different from the seedy and poverty-stricken wards below it, retains some of the rough edges of those neighborhoods. Adventurers bound for Xen'drik expeditions congregate in Upper Dura, and many businesses cater to their particular needs. A large cohort of the Sharn Watch patrols the Daggerwatch district, and the Citadel of Light (a temple to Dol Arrah) remains a beacon of hope in the city. Upper Dura is also the home of Sharn's largest kalashtar population (in the Overlook district), making it useful to inquisitives working against the Dream Dark.

A street gang called the Brokenbridge Brawlers has become a nuisance in Upper Dura. Made up of Brelish veterans who frequent the Gold & White tavern in Daggerwatch, these ruffians harass, rob, and sometimes assault Cyrans and former soldiers from other nations.

Middle Dura

Middle Dura might be safer than the districts below it, but that's not saying much. A scent of danger lingers in the air of this ward. The Bazaar, Sharn's largest commercial district, has the highest concentration of illegal activity too—pickpockets, bullies, con artists, and even illicit services and trades (many controlled by the Boromar Clan). A street gang called the Little Fingers, made up mostly of impoverished children but led by halflings with ties to the Boromars, picks pockets in and around the Bazaar. Pawnshops in the Bazaar are also known to fence stolen goods. The Underlook district, with its dingy inns and restaurants, makes an excellent place to hire inquisitives, including members of House Tharashk's Information Acquisition agency and many unaffiliated investigators.

Information Acquisition

Kalaash'arrna, a cunning orc man with the Mark of Finding, runs Information Acquisition, an inquisitive agency affiliated with the Finders Guild, in the district of Underlook. Information Acquisition (sometimes abbreviated to "InAc") specializes in shadowing people, unearthing evidence of illegal or immoral behavior, and learning secrets that others would prefer to keep hidden.

Lower Dura

Once the heart of Sharn, Lower Dura has decayed as the rest of the city has risen higher into the sky. Now it is a dark and dangerous place, where Daask and the Boromar Clan clash regularly, a gang of bugbears runs a protection racket, and street violence remains an everyday occurrence. House Tarkanan and the Tyrants have holdings in Callestan and other districts of Lower Dura. Smugglers hide their goods in the warehouses of Precarious and the Stores, and the district of Fallen is a haunted ruin right in the midst of the city.

Upper Menthis

Upper Menthis is strongly flavored by the presence of Morgrave University (see chapter 6). Academics, sages, scribes, and students come to the school from across Khorvaire and settle in the ward's residential districts, Ivy Towers or (if they made their fortune in Xen'drik) Platinate. Given the nature of Morgrave University, when precious artifacts go missing from the college's museums or storage, it's hard to say whether to blame art thieves or unscrupulous faculty members. Six rival antiquities dealers operate in a single tower in the Seventh Tower district, and at least one of them is suspected of hiring burglars to steal goods from rivals.

Middle Menthis

Middle Menthis, the most diverse ward in Sharn, boasts a vibrant mix of immigrant cultures from across Khorvaire. The halfling community of Little Plains is the birthplace and headquarters of the Boromar Clan, which most district residents hold in high esteem as protectors and "hometown heroes." The Cyran refugees of Smoky Towers have a reputation for activism and protest; the Sharn Watch keeps a close eye on them.

A gang of changeling pickpockets called the Five Faces operates primarily in Middle Menthis, preying indiscriminately on orcs in Cassan Bridge, halflings in Little Plains, Cyrans in Smoky Towers, Lhazaar immigrants in Warden Towers, and Morgrave students commuting from cheap residences in Lower Menthis to their classes high above.

Thuranne d'Velderan's Investigative Services

Thuranne d'Velderan, a human investigator, operates an inquisitive agency in the Warden Towers district as part of her house's Finders Guild. Her greatest asset is an extensive network of contacts within the Watch garrison that keeps order throughout the entire Menthis Plateau. Thuranne specializes in criminal investigation and frequently consults for the Watch to repay the many favors her contacts have done for her. Other members of House Tharashk don't like her, as she prefers running her own business to taking on jobs for them.

Lower Menthis

Many Sharn folk love the inexpensive entertainment available in Lower Menthis. The ward's streets stay crowded night and day, its buildings huddle close together, and its lurid offerings nurture criminal activity. The alleys of Torchfire are notoriously dangerous, especially for intoxicated revelers.

The Burning Ring, an illegal operation that puts on gladiatorial combats at shifting locations throughout Lower Menthis (most often in the Firelight district), has ties to Daask. But betting on the Burning Ring's fights is big business for many of Sharn's major criminal organizations, and fight rigging is rampant. Gangs also commonly use fights as a cover for assassinations.

Upper Northedge

Upper Northedge is a quiet, largely residential ward with little overt crime. Some of Sharn's wealthiest citizens call it home; many of them have dedicated their lives to increasing their personal power at any cost. Inquisitives might unearth the skeletons in the closets of such individuals—the corpses of those trampled on the road to riches. Or inquisitives might take lucrative but mind-numbing jobs following unfaithful spouses, reining in or bailing out spendthrift heirs, and dealing with similar problems of the rich.

Middle Northedge

A peaceful residential ward inhabited by hardworking folk, Middle Northedge boasts clean and quiet streets—it hides its crime behind the closed doors of well-to-do homes. The seemingly respectable citizens of this comfortable ward might include a factory overseer who embezzles funds from an employer in the Cogs; a serial killer who targets actors in Lower Menthis during sprees out on the town; and a cultist of the Dragon Below who worships the daelkyr Belashyrra, serves a hidden beholder, and hides a tattooed eye under a hat.

Lower Northedge

Lower Northedge is home to the hardworking laborers of Sharn—generally decent folk who believe in an honest day's work and can afford to stay out of Lower Dura. Crime is less rampant here than in other lower wards, and residents look out for each other. That close-knit sense of community can make it hard for inquisitives to learn anything in Lower Northedge. It sometimes also fosters insular cults dedicated to the Dragon Below or a radiant idol (described in *Eberron: Rising from the Last War*).

Skyway

The residents of Skyway are the ludicrously wealthy and privileged: aristocrats whose feet literally never touch the ground and who believe that no crime could ever trouble them in their lofty estates. Indeed, though such luxurious homes can tempt thieves, burglaries remain rare—but are all the more notable when they do occur. What's more, those complacent aristocrats might not realize their neighbors include some of the most powerful criminal masterminds in Sharn, who used their ill-gotten wealth to purchase estates seized from foreign owners during the Last War. The Tain Gala, held every month in the ir'Tain family mansion, always provides a hotbed of intrigue.

Upper Tavick's Landing

With its restrictive laws and aristocratic pride, Upper Tavick's Landing is openly hostile not just to street crime but to any display of violence, loud noise, and even rudeness—not to mention poverty and dirt. And yet, some of the most insidious evil lurks behind the facade of nobility in this ward. House Deneith has a fortified enclave in the Copper Arch district, where elite soldiers hone the psionic abilities they learn from their quori masters in the Dream Dark. A family of Karrnathi vampires inhabits an ancient manor in the opulent Ocean View district, serving the Order of the Emerald Claw as well as their own sanguine appetites. And members of the Aurum here pursue wealth at all costs.

Middle Tavick's Landing

A crossroads for travelers, traders, and explorers, Middle Tavick's Landing also hosts smugglers, fugitives, and exiles. The rowdy adventurers of the Deathsgate Guild start fights on the streets, criminal organizations control betting on the sporting events in Cornerstone, and followers of the Blood of Vol among Graywall's Karrnathi families aid and abet spies of the Emerald Claw.

Karr'Aashta's Investigations

Karr'Aashta, a human investigator affiliated with the Finders Guild, runs a small agency in the Deathsgate district whose inquisitives can find out just about anything a client wants to know. Karr'Aashta takes on cases that other Finders Guild inquisitives won't touch; he specializes in jobs involving the Cogs far below the towers of Sharn. This willingness to venture into the depths of the earth might reflect Karr'Aashta's affiliation with the Cults of the Dragon Below.

Lower Tavick's Landing

Anyone who comes to Sharn by land enters through Lower Tavick's Landing—and most travel on to the upper wards as quickly as possible. This rough ward caters to workers from the Cogs, teamsters, and other tough folk. The Cogsgate district holds warehouses owned by the Boromar Clan and used for smuggling and other illicit activity. The Dragoneyes district, home to a large population of changelings, is the base of operations for the Tyrants. And the High Walls district, used to intern suspicious travelers and foreigners during the Last War, now houses many Cyran refugees. Among the refugees, some have turned to the nihilistic worship of the Dragon Below or radiant idols. Others plot how and where they might reestablish their fallen nation. All the while, a street gang called the Mourners—ostensibly vigilantes who protect their fellow Cyrans from harassment—engage in their own fair share of bullying and extortion.

Inquisitive Adventure

This section presents a sample adventure in the same format as those in the *Dungeon Master's Guide*—except that it features the opening situation as a sensational extract from a broadsheet.

THE ENEMY OF MY ENEMY

An adventure for Level 4 characters

THE
SHARN INQUISITIVE

GOLD DRAGON BURNS!

THE PEACEFUL GOLD DRAGON INN NESTLED IN THE LOWER TOWERS OF TERMINUS IS ABLAZE, AND VICIOUS MARAUDERS ARE ATTACKING PATRONS FLEAING THE BURNING BUILDING!

Will the Sharn Watch investigate this vicious assault not just upon our city, but upon the dragonmarked houses themselves? Or will they continue to ignore the crime running rampant in our lower wards? Or, as too often seems to happen these days, will some disreputable inquisitives, working for a private agency, accomplish more than the Watch does in a month, raising the question once again of why our tax money is being spent on such an ineffectual organization?

Hook: The Gold Dragon Inn might be a favored hangout of the inquisitive characters, if you want to begin the adventure with the action of the fire. Alternatively, you can start with the halfling innkeeper, Irida d'Ghallanda (Small, Lawful Evil **Spy**) hiring the characters to investigate the situation.

Encounters

The adventure consists of these encounters.

Fire Inside. Daask acquired two **Hell Hounds** and got them inside the inn to start the fire and terrorize the folks inside. If the characters concentrate on fighting the monsters, the other people inside the inn can extinguish the flames.

Panic Outside. Outside the burning inn, eight **Daask Raiders** (gnolls whose stat blocks appear in this chapter) are attacking terrified people fleeing from the fire as well as those trying to help put it out. Each gnoll tries to flee when Bloodied.

No Great Mystery. Identifying the gnolls as agents of Daask isn't difficult—it's the conclusion most people jump to when they see gnolls involved in violence, and a number of clues back up that assumption:

Interrogating the Gnolls. If any of the gnolls are captured alive (or questioned via ***Speak with Dead***), they freely admit their involvement with Daask and growl slogans about throwing off the yoke of "the manged"—a term they use to describe furless Humanoids.
Boromar Witness. A halfling named Gressie Gorben (**Boromar Smuggler**; this stat block appears in this chapter)—was attacked by a gnoll that called her a "filthy Boromar." Gressie denies any ties to the Boromar Clan, but she admits to knowing that Daask and the Boromar Clan are involved in a long-running feud.
Freight Inquiries. Inquiring with freight companies in Lower Tavick's Landing reveals that a pair of gnolls brought a massive iron crate, large enough to hold the hell hounds, into the city from Graywall in Droaam the day before the incident. The gnolls' papers gave their residence as a tenement in Malleon's Gate, a district where Daask is very active.
Boromar Connection. In addition to Gressie Gorben's testimony, several clues point to a connection between the Gold Dragon Inn and the Boromar Clan:

Irida d'Ghallanda. The innkeeper, who hired the characters to investigate the attack, denies any involvement with the Boromar Clan. However, widespread rumors claim that she is a frequent guest of Bestan ir'Tonn, Upper Tavick Landing's representative on the Sharn Council—who is a known ally of the Boromar Clan.
Business Records. Prying deeper into the inn's business reveals that it receives many deliveries from a warehouse in the nearby district of Cogsgate—a warehouse owned by the Boromar Clan.
Contraband. A careful search of the inn (without Irida's knowledge) reveals that it offers contraband items to its guests, including Aundairian wine and discreet deliveries of the dreamlily drug.
Watch Involvement. The Sharn Watch seems unusually eager to cooperate with the inquisitives, as long as the characters' attention is focused on Daask and not on any connection between the inn and the Boromar Clan. If they ask about Boromar ties, their Watch contacts urge them to focus on Daask.

Daask Hideout. The characters' inquiries about Daask lead them to a hideout where some gang members await their next instructions. They include an **Ogre**, two **Harpies**, and four **Daask Raiders** (they include any survivors from the inn incident). Use the eastern half of the surface level portion of the Dungeon Hideout map in the *Dungeon Master's Guide* for this hideout.

Reward. If the characters bring these Daask members to justice for their crimes, Irida d'Ghallanda pays them 500 GP (total) and politely requests that they end their investigation.

CHAPTER 05

DRAGONMARKED INTRIGUE

ARTIST: MICHAL IVAN

MEMBERS OF DIFFERENT DRAGONMARKED HOUSES SET ASIDE THEIR DIFFERENCES TO INVESTIGATE A MURDER IN SHARN, THE CITY OF TOWERS.

THE PROSPERITY OF KHORVAIRE IS BUILT ON MAGIC, WITH THE DRAGONMARKED HOUSES AS THE MORTAR THAT HOLDS THIS MAGICAL ECONOMY TOGETHER. THE cornerstones of Khorvaire's economy—communications, transport, banking, animal husbandry, security, and more—fall under the ownership and control of the dragonmarked houses.

For most of Khorvaire's history, the authority of a strong central monarchy in the kingdom of Galifar balanced the power of these houses. The Last War upset that balance, and the squabbling leaders of Khorvaire's many nations can hardly check these houses' grasping reach. Many whisper that if the nations of Khorvaire ever united again, they would be ruled not by a king, but by the heir of a dragonmarked house.

Run a dragonmarked intrigue campaign if you want to emulate the schemes and power struggles of the Renaissance—merchant dynasties growing to rival royal families in influence—or stories of family power dynamics like *The Sopranos* or *Succession*.

DRAGONMARKED CHARACTERS

A dragonmarked intrigue campaign assumes that the characters all have some connection to a dragonmarked house. They might all connect to the same house, or they could associate with different houses but have a common purpose. (See the "Building a Party" section below for suggestions on bringing together a party from different houses.) If the characters work for a single house or an organization, like the Twelve, that unites them in a mutual purpose, use the group patron rules in *Eberron: Rising from the Last War* to provide benefits from their shared mission.

The House Agent and various house heir backgrounds in chapter 2 suit characters in this campaign, giving them benefits and capabilities related to their house affiliation. Certain other backgrounds can reflect the mercantile specialties of the characters' houses, such as Artisan for House Cannith, Sailor for House Lyrandar, Entertainer for House Phiarlan or House Thuranni, or Scribe for House Sivis.

Dragonmarked House Renown

You can use the renown rules in the *Dungeon Master's Guide* to measure a character's influence and standing within a dragonmarked house. If your campaign focuses on the houses and the characters join one, track each character's Renown Score with their house. A character's background and feats can increase their Renown Scores:

House Agent. The House Agent background grants a starting Renown Score of 3 with a character's house.
House Heir. A house heir background (such as House Cannith Heir) grants a starting Renown Score of 5 with a character's house.
Dragonmark Feat. Acquiring a Dragonmark feat (except the Aberrant Dragonmark feat) after level 1 increases a character's Renown Score with the associated house by 1.
Greater Dragonmark. Acquiring the greater dragonmark feat associated with a house (such as Greater Mark of Making) increases a character's Renown Score with that house by 2.
Siberys Dragonmark. Acquiring the Boon of Siberys feat, or another feat in the Epic Boon category that represents a Siberys dragonmark, increases a character's Renown Score with the associated house by 3.
Aberrant Dragonmark. Acquiring any aberrant dragonmark reduces a character's Renown Score with each dragonmarked house by 2 when that house's leadership learns of the mark.

Renown Perks

Characters who gain renown with a dragonmarked house are eligible for the following perks, allowing them to call in favors from members of that house.

Favored in House

Prerequisite: Renown 3+ with a Dragonmarked House

You can request a favor from your house, which can take one of the following forms:

A dragonmarked member of the house casts for you a cantrip or level 1 spell associated with the house's mark (see the Dragonmark feats in chapter 2) at no cost.
A member of the house casts for you a different spell of level 3 or lower at half the usual cost.
The house provides a service or item associated with its business at reduced or no cost. See suggestions in each house's description later in this chapter.
You can request such a favor a number of times equal to your Renown Score. If your Renown Score falls below the total number of favors you have requested, a higher-ranking member of the house might call in a favor from you, sending you on a mission for house or personal business.

In addition, your house pays you a stipend that supports your Modest lifestyle (1 GP per day).

Recognized in House

Prerequisite: Renown 10+ with a Dragonmarked House

When you request a favor from your house (as decribed under "Favored in House"), it can take one of the following additional forms:

A dragonmarked member of the house casts for you a level 2 spell associated with the house's mark at no cost.
A member of the house casts for you a different spell of level 4 or lower at half the usual cost.
Whenever you take a Bastion turn, you can issue an order to your house as if it were a special facility in your Bastion. Your house determines the type of special facility available to you, as noted in each house's description later in this chapter.
In addition, your house stipend increases to support your Comfortable lifestyle (2 GP per day).

Celebrated in House

Prerequisite: Renown 25+ with a Dragonmarked House

When you request a favor from your house (as decribed under "Favored in House"), it can take one of the following additional forms:

A dragonmarked member of the house casts for you a level 3 or 4 spell associated with the house's mark at no cost.
A member of the house casts for you a different spell of level 6 or lower at half the usual cost.
You gain a bodyguard for the duration of your next mission for the house (maximum of 1 week). The bodyguard—a creature with a Challenge Rating no higher than half your level (round up)—is appropriate to your house.
In addition, your house stipend increases to support your Wealthy lifestyle (4 GP per day).

Preeminent in House

Prerequisite: Renown 50+ with a Dragonmarked House

When you request a favor from your house (as decribed under "Favored in House"), it can take one of the following additional forms:

A dragonmarked member of the house casts for you a level 5 spell associated with the house's mark at no cost.
A member of the house casts for you a different spell of level 8 or lower at half the usual cost.
In addition, your house stipend increases to support your Aristocratic lifestyle (10 GP per day).

Building a Party

You can assemble a diverse party of D&D characters drawn from a single dragonmarked house. Conversely, your party can include members of different houses united by alliances or common principles. Or they could be childhood friends who ended up working for different houses, or just a haphazard collection of individuals thrown together by unforeseen circumstances. The Party Makeup table suggests ways to justify why the characters are cooperating.

Party Makeup

1d8	Composition
1	**One-House Party.** Choose a dragonmarked house and connect all characters to it.
2	**Bodyguards.** A Deneith Fighter, a Jorasco Cleric, a Medani Wizard, and a Phiarlan Monk are assigned to protect important people.
3	**Bounty Hunters.** A Sivis Bard, a Tharashk Barbarian, a Tharashk Ranger, and a Vadalis Druid venture into the wild to pursue fugitives.
4	**Dragonshard Prospectors.** House Tharashk leads a dragonshard-mining expedition, sending a Druid and a Ranger accompanied by a Lyrandar Sorcerer and a Thuranni Bard.
5	**Lawkeepers.** A Deneith Fighter, a Deneith Paladin, a Lyrandar Sorcerer, and a Medani Rogue enforce the law—particularly the terms of the Treaty of Thronehold, which governs international law.
6	**Medical Extraction Team.** A Cannith Artificer, a Deneith Paladin, a Jorasco Cleric, and a Thuranni Monk venture into war zones and disaster areas to protect civilians, heal them, and escort them away from danger.
7	**Researchers.** A Cannith Artificer, a Deneith Paladin, a Medani Rogue (Arcane Trickster), and a Sivis Wizard carry out arcane research for the Twelve.
8	**Strike Force.** A Cannith Artificer, a Deneith Fighter, a Jorasco Cleric, and a Thuranni Rogue strike hard and fast against enemies of the dragonmarked houses or the Five Nations as a whole.

Although conflicts among the dragonmarked houses drive much of the action in this campaign, it's important not to let that tension cause too much friction in a party of adventurers. The D&D game relies on cooperation among the players, so it's helpful for the player characters to find common ground that unites them despite their differences in house affiliation and agenda. Many house members have friends and acquaintances among other houses. Those positive associations can bind an adventuring partytogether.

DRAGONMARKED CONFLICTS

A dragonmarked intrigue campaign might feature three significant campaign conflicts tied to the nature of dragonmarks:

Rival Houses. The most significant and persistent conflicts take place among the dragonmarked houses—longstanding rivalries, short-term disputes, and family grudges can define the "intrigue" part of this campaign. Significant rivalries also exist within some houses.
House Tarkanan. Though it appears as nothing more than an ordinary criminal organization, House Tarkanan—which is made up of people who carry aberrant dragonmarks—can threaten all dragonmarked characters and the continued existence of their houses.
The Chamber. As dragonmarks are thought to be an expression of the Draconic Prophecy, the Chamber—a secretive group of dragons interested in studying and manipulating the Prophecy—could easily become involved in interhouse intrigue.
You can replace one or more of these conflicts with others from *Eberron: Rising from the Last War* or ones of your own devising. For example, if your campaign involves the issues between House Deneith and House Tharashk over the latter's expansion into the mercenary trade, the powers of Droaam could drive a significant conflict. You might emphasize the rivalry between the economic strength of the dragonmarked houses and the waning political power of the nations of Khorvaire, with one or more political leaders seeking to curtail the houses, or an ambitious dragonmarked leader working to supplant a nation's sovereign.

This section describes the three suggested conflicts, the goals of the villainous groups involved, and possible plot arcs tied to them.

ARTIST: MICHAL IVAN

Rival Houses

Conflicts, rivalries, and feuds among the thirteen dragonmarked houses drive a dragonmarked intrigue campaign. As tremendously powerful magical and mercantile forces, the houses seek economic dominance, which often comes at the expense of other houses and sometimes with little concern for ethics. Ambitious forces within the houses—if not the houses as a whole—can lead them to endanger both people and property.

Goals of Rival Houses

Rivalries among the dragonmarked houses are described below.

Cannith and Tharashk. In its interactions with the other houses, House Cannith has a reputation for being domineering and openly advocating for a position of privilege. No one resents that attitude more than House Tharashk. These two houses clash not over competing economic interests but to gain political influence within the Twelve and over Khorvaire as a whole. To complicate matters, Cannith relies on the dragonshards mined by Tharashk—and Tharashk doesn't want to lose its best customer.

Cannith and Vadalis. Though they have much in common as producers of goods, House Cannith and House Vadalis remain philosophically, temperamentally, and morally opposed. Members of House Vadalis distrust the city folk of House Cannith, whose machines (including the warforged) threaten to replace magebred animals entirely.

Deneith and Medani. House Deneith and House Medani both offer personal protection services. Extremely wealthy individuals have been known to hire bodyguards from both houses, but even then, house agents often compete to prove their services the more valuable.

Deneith and Tharashk. House Tharashk has been encroaching on House Deneith's economic territory by recruiting the monstrous residents of Droaam to serve as mercenaries.

Ghallanda and Everyone. Many people underestimate the subtle influence of House Ghallanda. The House of Hospitality has spent centuries building connections in all the cities of the Five Nations. A Ghallanda concierge knows ways to get whatever a client needs. But the house also knows about the other houses' rivalries and schemes. It tugs on these strings more than other houses realize.

Kundarak and Thuranni. The enmity between House Kundarak and House Thuranni dates back to the Shadow Schism. Elar d'Thuranni claimed that the Paelion line of House Phiarlan were traitors engaged in a diabolical plot, and the Thuranni and their allies assassinated the entire family line. Baron Morrikan d'Kundarak and Lord Tolar Paelion were blood brothers, and Morrikan refuses to believe the accusations made against the Paelions. He has sworn to uncover the truth and avenge his friend. To this end, he has assigned the Ghorad'din—the "Manticore's Tail," the secret assassins of House Kundarak—to dog the heels of Thuranni and its Shadow Network.

Lyrandar and Orien. Before the airship's invention, House Orien had a monopoly on travel across Khorvaire. Lyrandar's expansion into air travel threatens that dominance.

Medani and Tharashk. House Medani and House Tharashk both operate guilds of inquisitives, vying for a limited field of business. Each house has its specialties, but the inquisitives of both houses compete fiercely for customers.

Phiarlan and Thuranni. The two houses that carry the Mark of Shadow separated less than thirty years ago, and tensions remain high between them. They generally avoid open conflict by operating in distinct territories. When their agents cross paths, rivalries can trigger confrontation—which manifests in artistic competitions or duels between assassins.

Internal Tensions

The schism of House Phiarlan and House Thuranni marks the first time a house has split among family lines, but it might not be the last. Tensions within a single dragonmarked house can provide campaign conflicts, especially if the characters in your campaign all belong to the same house. The following houses have significant internal conflicts.

Cannith. The leaders of House Cannith perished in the Mourning, and three powerful barons now vie for control. Each one wants to unite the house under their own leadership, but it's entirely possible the house could fracture as House Phiarlan did.

Sivis. House Sivis is known for its neutrality in struggles between nations and dragonmarked houses alike—it often helps settle disputes and maintain order when two houses differ. But its own internal affairs involve a tremendous amount of family rivalry. The house's twelve families include the Corralyns, Lyrrimans, Santors, Severins, Syrralans, and Torralyns. Only because of her expertise at games of intrigue has Doyenne Lysse Lyrriman d'Sivis managed to head the house for ninety years.

Tharashk. An ancient conflict lies hidden within the foundations of House Tharashk. The powerful Torrn clan has ties to the Gatekeeper druids, while the Aashta clan aligns with the Cults of the Dragon Below. Most modern heirs have only a casual knowledge of these traditions, but zealous factions within the clans pursue esoteric agendas that sometimes boil out into

conflict within the house.

A Rival Houses Arc

This example arc presupposes that the characters generally stay neutral in disputes among the dragonmarked houses. The characters might act as agents of the Twelve, House Sivis, or some other group or patron that pursues peace among the houses. Or the characters might represent different houses; their prior relationship to each other motivates them to maintain peace. If the characters belong to a single house, you can adapt this example by using their house as one of the rival factions.

Based on that initial assumption, the conflict among rival dragonmarked houses might unfold according to this broad outline.

Levels 1–4. As prominent but not yet powerful figures in the dragonmarked landscape, the characters become the targets of two rival houses. Both houses try to befriend and influence them, perhaps hiring them for various missions. Meanwhile, the conflict between the houses simmers on a back burner.

Levels 5–10. The conflict between the two rival houses erupts into a trade war, a concerted effort to take over business from each other, or even violent conflict. With the characters now emerging as a force to be reckoned with, both houses call on them for help, trying to force the characters to choose sides.

Levels 11–16. As the conflict between the two houses rages on, a third group gets involved, hoping to take advantage of the warring parties' distraction or weakness. Figures both within and outside the houses plead with the characters to help end the conflict before it engulfs other houses or even nations.

Levels 17–20. The chaos spreads, and the characters have a choice to make. They can work to restore the delicate balance of power among the houses, as well as between the houses and the Five Nations. Or they can try to reshape the world order according to a different pattern.

ARTIST: JORDAN KERBOW

A TARKANAN MARAUDER AND A TARKANAN RUFFIAN

House Tarkanan

House Tarkanan is a criminal gang in Sharn, founded when Thora Tavin assembled the survivors of a suicide squad of Brelish spies who bore aberrant dragonmarks. She adopted the surname of Lord Halas Tarkanan, who used his aberrant dragonmark to wreak havoc in Sharn during the War of the Mark, and fashioned this group of thieves and assassins into a mockery of the dragonmarked houses. However, the gang lacks the recognition, power, and resources of the actual houses.

Goals of House Tarkanan

House Tarkanan is a gang of thieves and assassins operating within the city of Sharn, but its name points to its founder's vision for building the gang into a larger movement. Most members have no higher aspirations than using their aberrant dragonmarks to profit from a criminal lifestyle. But the gang's leaders seek to amplify their dragonmarks' power to the world-shaking level of the aberrant champions of the War of the Mark, Halas Tarkanan and the Lady of the Plague. With such awesome power at their disposal, they plan to reawaken the ancient conflict over aberrant dragonmarks and topple the dragonmarked houses from their position of power.

Thora Tarkanan (still known about town under her original name, Thora Tavin), who founded the gang, recently stepped aside from its leadership, ceding power to a mysterious figure called the Son of Khyber. Little is known about him, but he bears the strongest aberrant mark seen in modern times along with the skills of a military commander. Some call him Halas Tarkanan born again, believing he is mustering an aberrant army to lead into battle against the dragonmarked houses. Thora remains the Son of Khyber's second-in-command and the public face of the gang.

A House Tarkanan Arc

The conflict between adventurers and House Tarkanan might follow this broad outline.

Levels 1–4. A patron asks the characters to get involved in a criminal investigation into a rash of murders in Sharn because all the victims have dragonmarks. Both the Sharn Watch and one or more private inquisitives already squabble over access to evidence and witnesses—the characters' attempt to get involved merely heightens the tension. The perpetrators turn out to be members of House Tarkanan, whom the characters must bring to justice.

Levels 5–10. After the characters' success in dealing with the Tarkanan killers, the Watch comes to them for additional help. Petty thieves belonging to the gang have offered inside information into House Tarkanan's plans in exchange for leniency in their sentencing. These thieves don't share their leaders' delusions of grandeur or hatred of the dragonmarked houses. The information points to a gathering of aberrant heirs deep below Sharn.

Levels 11–16. After the characters disrupt House Tarkanan's schemes in the depths of Sharn, the gang sends powerful assassins with fearsome aberrant dragonmarks after the party.

Levels 17–20. The Son of Khyber leads a small army of aberrant-marked warriors and assassins to challenge the leadership of Sharn—and plots to conjure a **Blob of Annihilation** to level the city's skyscraping towers.

Aberrant Heirs

House Tarkanan incorporates members with a wide variety of aberrant dragonmarks. Any Humanoid in the *Monster Manual* or another source could be a House Tarkanan agent with a mark that doesn't affect the creature's use in combat or that is reflected in the creature's existing abilities. For example, a **Vampire Familiar** might gain its unique abilities from an aberrant mark rather than from any connection to a vampire, and a **Bandit Deceiver** 's spellcasting could derive from such a mark. On the other hand, an ordinary **Bandit** or **Tough** might have an aberrant mark that allows the NPC to cast ***Disguise Self***, ***Silent Image***, or a similar spell with little impact on the NPC's combat abilities.

The two stat blocks presented here, along with the **Tarkanan Assassin** in *Eberron: Rising from the Last War* , illustrate members of House Tarkanan who wield the power of their aberrant marks in combat.

Tarkanan Marauder. This powerful assassin relies on teleportation to catch targets unaware and deal out rapid death.

Tarkanan Marauder

Medium or Small Humanoid, Chaotic Evil

AC 16 **Initiative** +7 (17)

HP 247 (26d8 + 130)

Speed 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	17	+3	+7
Con	20	+5	+9

Ability	Score	Mod	Save
Int	16	+3	+3
Wis	15	+2	+6
Cha	13	+1	+1

Skills **Deception** +5, **Perception** +6, **Stealth** +7

Gear **Breastplate**, **Shortsword**

Senses Passive Perception 16

Languages Common, Thieves' Cant

CR 11 (XP 7,200; PB +4)

Traits

Evasion. If the marauder is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the marauder instead takes no damage if it succeeds on the save and only half as much damage if it fails. It can't use this trait if it has the **Incapacitated** condition.

Actions

Multiattack. The marauder makes three Aberrant Strike attacks.

Aberrant Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (3d6 + 3) Piercing damage, plus 21 (6d6) Force damage if the marauder had Advantage on the attack roll.

Spellcasting. The marauder casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability (spell save DC 17):

At Wil l: ***Message***

1/Day: ***Disintegrate***

Bonus Actions

Tear through Space. The marauder **teleports** to a space it can see within 30 feet, appearing in a dazzling flash. *Constitution Saving Throw:* DC 17, each creature in a 5-foot Emanation originating from the marauder when it appears. *Failure:* The target has the **Blinded** condition until the end of the marauder's next turn.

Tarkanan Ruffian. This rank-and-file gang member, recruited off the streets of Sharn, uses sinister lightning powers to supplement ordinary weaponry.

Tarkanan Ruffian

Medium or Small Humanoid, Chaotic Evil

AC 13 **Initiative** +1 (11)

HP 32 (5d8 + 10)

Speed 40 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	13	+1	+3
Con	15	+2	+4

Ability	Score	Mod	Save
Int	11	+0	+0
Wis	10	+0	+0
Cha	13	+1	+1

Skills **Intimidation** +3, **Perception** +2

Gear **Spear**, **Studded Leather Armor**

Senses Passive Perception 12

Languages Common, Thieves' Cant

CR 1 (XP 200; PB +2)

Traits

Aberrant Surge. When the ruffian casts ***Witch Bolt***, roll 1d8. On an even number, the ruffian gains a number of **Temporary Hit Points** equal to the number rolled. On an odd number, one creature of the ruffian's choice within 30 feet of it takes Force damage equal to the number rolled; if no other creatures are in range, it takes the damage.

Actions

Spear. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Spellcasting. The ruffian casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: ***Thaumaturgy***

1/Day: ***Witch Bolt***

The Chamber

The Chamber is a secretive network of dragons that have monitored the peoples of Khorvaire for thousands of years. These dragons consider people merely pawns in an ancient game that revolves around the Draconic Prophecy. Each dragon of the Chamber watches over a small corner of the world and maintains a network of agents who can move freely in the cities and nations of Khorvaire.

Goals of the Chamber

Though most members of the Chamber simply observe events in Khorvaire and gather information about new aspects of the Prophecy, many dragons seek to understand the connection between dragonmarks and the Prophecy—some even conduct magical experiments on dragonmarked people. Dragons of the Chamber take a particular interest in the most powerful dragonmarks, such as Siberys marks and mighty aberrant marks (see chapter 2).

These goals don't necessarily put the Chamber in conflict with dragonmarked characters or their houses. Even when they do, this conflict need not be violent. Fundamentally, though, the dragons of the Chamber count the value of dragonmarked individuals only in terms of the marks they carry and their place in the Prophecy. This means the dragons consider dragonmarked characters expendable and their personal goals inconsequential compared to the long-range views of the Chamber.

A Chamber Arc

The conflict between adventurers and the Chamber might unfold according to this broad outline, starting around the time the characters reach level 5.

Levels 5–10. Dragonmarked characters come to the attention of a dragon belonging to the Chamber. The dragon sends an agent to meet them, become a friend or patron to them, and keep an eye on their activities. Occasionally the agent might send them on strange errands intended to fulfill the Prophecy in a particular way. Other times, the agent provides helpful advice, useful spells, or even magic items to aid the characters in adventures. Some missions, particularly later in this level range, might feel distasteful to the characters or directly conflict with their other goals.

Levels 11–16. The dragon monitoring the characters becomes convinced that the characters' other activities are corrupting the Prophecy. The dragon's friendly agent disappears, and a group of hostile agents begins to undermine the characters' work.

Levels 17–20. When the dragon alerts other members of the Chamber that the characters pose a threat to the Prophecy, multiple dragons attempt to eliminate the group.

DRAGONMARKED HOUSES

Eberron: Rising from the Last War contains basic information about the dragonmarked houses, and chapter 2 of this book includes character backgrounds representing heirs of these houses. This section provides an overview of each house, focusing on opportunities for intrigue within and among the houses. It also includes additional favors available to characters who belong to the houses, using the renown rules from "Dragonmarked House Renown" earlier in this chapter.

ARTIST: LEROY STEINMANN

AGENTS OF (LEFT TO RIGHT) HOUSE DENEITH, HOUSE GHALLANDA, HOUSE LYRANDAR, HOUSE CANNITH, HOUSE JORASCO, AND HOUSE KUNDARAK

House Cannith

ARTIST: CLAUDIO POZAS

Since the destruction of Cyre and the headquarters of House Cannith in the Last War, the house has functioned as three distinct organizations while the three Cannith barons vie for control.

Cannith East

Headquartered in Korth (in Karrnath) and led by Zorlan d'Cannith, Cannith East enjoys close ties to the government of Karrnath and the faith of the Blood of Vol. This branch of the house specializes in siege weaponry and defenses, though its most innovative experiments explore the creation of constructed undead—a hybrid of warforged and zombie. In addition to Karrnath, Cannith East has enclaves in the Mror Holds and the Lhazaar Principalities.

Cannith South

Under the leadership of Merrix d'Cannith, the Cannith South holdings in Sharn have come to rival the old house headquarters in Whitehearth as a hotspot of innovation. Additional cells in Breland, Zilargo, Darguun, and even Stormreach (in Xen'drik) carry out Merrix's plans and produce inventions to fill the house's coffers. Rumor has it the Sharn enclave conceals the last creation forge capable of producing warforged—and that Merrix plans to build another one in Stormreach, where the Treaty of Thronehold holds no sway.

Cannith West

Headquartered near the Aundairian capital of Fairhaven, Cannith West follows Jorlanna d'Cannith, whose leadership claim is hindered by an indiscretion from her youth. Some thirty years ago, Jorlanna had a star-crossed romance with an heir of House Deneith—an affair forbidden by the protocols of the dragonmarked houses that date back to the War of the Mark. Though the relationship ended quickly, and rumors of a child have never been proven, Jorlanna's reputation for poor judgment haunts her. Despite that, her strong vision for a united house, her allies among the Twelve, and her personal magnetism make her a powerful contender for control of the house. Under her leadership, Cannith West conducts investigations in enclaves and magical sites across Aundair, Thrane, and the Eldeen Reaches. She maintains friendly relations with other houses and with the nobility in and around Aundair.

House Cannith Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can purchase one Common or Uncommon magic item at half the usual cost.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Craft order to House Cannith as if it were a Smithy or Workshop facility in your Bastion. If you are level 9+, you instead can treat the house as a Laboratory facility.

House Deneith

ARTIST: CLAUDIO POZAS

In House Deneith's headquarters, Sentinel Tower in Karrlakton (in Karrnath), Baron Breven d'Deneith steers the house on the course it has followed for centuries: upholding a stance of absolute neutrality in the politics of the Five Nations while maintaining the largest military and police force in Khorvaire. While many nobles of Karrnath want House Deneith to help rebuild a united Galifar (under Karrn leadership, of course), and while House Tharashk recruits monstrous mercenaries from among the denizens of Droaam, the baron walks a tightrope. Amid such treacherous situations, many in House Deneith question whether the path of neutrality remains the best course to follow.

House Deneith Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can request the assistance of 1d4 + 1 mercenaries for up to 1 day. The mercenaries are Medium **Guards** .

Recognized in House (Renown 10+). When you take a Bastion turn and issue the Recruit order to a Barrack facility in your Bastion, you can recruit up to twelve Bastion defenders instead of four. If you are level 9+, you and any allies of your choice can train in a House Deneith facility as if it were a Training Area facility within your Bastion (using the Empower order), with a trainer of your choice.

House Ghallanda

ARTIST: CLAUDIO POZAS

Yoren d'Ghallanda has expanded the holdings of his house far beyond its origins in the Talenta Plains and his headquarters in Gatherhold. Inns run directly by the house—each one a little enclave of House Ghallanda's authority, beyond the grasp of any local government—reach across Khorvaire, even in remote areas such as the edge of the Demon Wastes and the swamps of Q'barra. Even if a village doesn't have an inn run directly by the house, it likely boasts a hostel licensed by House Ghallanda, assuring its patrons of certain standards of comfort, cleanliness, and safety. Rumor has it that the house's recent expansion springs from Baron Yoren's newfound interest in the Draconic Prophecy, which his daughter Chervina has been studying.

House Ghallanda Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You and your party can stay in a House Ghallanda inn for 30 days without charge, with meals included.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Harvest order to House Ghallanda as if it were a Garden facility (food garden) in your Bastion. If you are level 13+, you instead can issue the Research order to House Ghallanda as if it were a Pub facility.

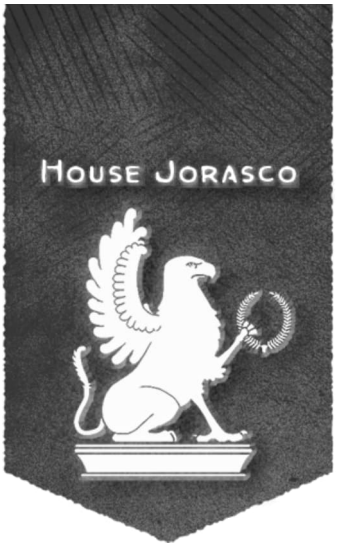
House Jorasco

Resthold is House Jorasco's enclave in Vedykar (in Karrnath) and the home of its leader—currently Baron Ulara d'Jorasco. The people of Khorvaire widely accept the adage, "If you can't be cured in Resthold, then nothing can save you." In addition to curing illnesses and tending wounds, the healers of House Jorasco teach the healing arts, operate spas for long-term convalescence, and care for those with chronic or lingering illnesses, both physical and mental. In addition to Vedykar, House Jorasco maintains large healing enclaves in Fairhaven, Sharn, and Gatherhold in the Talenta Plains, but folks can find its holdings and clinics in cities and towns across Khorvaire.

House Jorasco Renown Perks

When you request a favor from your house, it can take one of these special forms.

ARTIST: CLAUDIO POZAS



Favored in House (Renown 3+). You can purchase one ***Potion of Healing*** (any variety) at half the usual cost.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Harvest order to House Jorasco as if it were a Garden facility (herb garden) in your Bastion. If you are level 9+, you instead can issue the Harvest order to the house as if it were a Greenhouse facility.

House Kundarak

ARTIST: CLAUDIO POZAS

House Kundarak is one of the most insular dragonmarked houses, thanks to a variety of factors—foremost among them the secrecy needed to protect its vast wealth. Additional complications include its status as the only dwarven dragonmarked house and its sometimes contentious relationship with other dwarf clans and families of the Mror Holds. Lord Morrikan d'Kundarak keeps connections with other houses and nations strictly professional, built on a solid foundation of trust and a reputation for unshakable integrity. House Kundarak's only close ties are with House Sivis and the Gatekeeper druids, who are also experts in magical wards. The house's headquarters lies in Korunda Gate (in the Mror Holds).

House Kundarak Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can store something in a Kundarak vault for up to 1 month at no charge. The vault is an extradimensional space accessible (with the proper keys) from any Kundarak bank in Khorvaire and is generally considered impenetrable.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Trade order to House Kundarak as if it were a Storehouse facility in your Bastion, using your level to determine the maximum value of items purchased and the profit you get from selling them.

House Lyrandar

ARTIST: CLAUDIO POZAS

The kraken, it is said, lurks beneath even the fairest seas—and none know how far its tentacles reach. The same is said of House Lyrandar, which uses the kraken as its emblem. Anyone who travels by land or sea, or who has an economic stake in the weather, has good reason to work with House Lyrandar. But those who cross the house find it a deadly and implacable foe. Some rumors call Baron Esravash d'Lyrandar a mere figurehead, holding court in the house headquarters of Stormhome (in Aundair). Such tales hold that true control of the house lies in the hands of a cult of the Devourer called the Hurricane Harvest, which teaches dragonmarked heirs to use their power for destruction and domination.

House Lyrandar Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can secure passage on a House Lyrandar sailing ship for yourself and your party at no cost, or on an elemental galleon or airship for half the usual price.

Recognized in House (Renown 10+). When you take a Bastion turn and issue the Harvest order to a Garden facility in your Bastion, House Lyrandar can manipulate the weather to double your harvest. If you are level 9+, you can issue the Recruit order to House Lyrandar as if it were a Teleportation Circle facility within your Bastion, except that the spellcaster arrives at your Bastion via airship.

ARTIST: LEROY STEINMANN

AGENTS OF (LEFT TO RIGHT) HOUSE MEDANI, HOUSE ORIEN, HOUSE THARASHK, HOUSE PHIARLAN, HOUSE VADALIS, AND HOUSE SIVIS

House Medani

The strength of House Medani is its agents' keen insight and ability to predict others' actions based on evidence. Building on that strength, the house engages not in the collection of intelligence (the purview of House Phiarlan and House Thuranni), but in counterintelligence. House Medani doesn't traffic in secrets; it helps to keep them. Under the leadership of Baron Trelib d'Medani—whose close association with the king of Breland from the house's headquarters in Wroat is well known—Medani agents detect and disrupt the theft of goods and secrets.

House Medani Renown Perks

When you request a favor from your house, it can take one of these special forms.

ARTIST: CLAUDIO POZAS

Favored in House (Renown 3+). You can secure overnight lodging in a Medani safe house for yourself and your party. Secreted away under the house's protection, you become almost impossible to find by nonmagical means.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Research order to House Medani as if it were a Library facility in your Bastion. If you are level 13+, you instead can issue the Research order to the house as if it were a Pub facility.

House Orien

ARTIST: CLAUDIO POZAS

House Orien caravans are the cheapest and often most dependable means to reach out-of-the-way locales and minor settlements; they're also the most reliable way to transport heavy loads away from ocean ports. The logistical challenges of transporting people and goods safely across thousands of miles consume the house's attention, leaving little room for intrigue. In the wake of the Last War, Baron Kwanti d'Orien focuses on rebuilding land passage across the Mournland and dealing with competition from the upstart House Lyrandar and its airships. The house's headquarters lies in Passage (in Aundair), but its enclaves appear across Khorvaire. A number of lightning rail coaches even act as mobile enclaves for important members of the house.

House Orien Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can secure transportation for yourself and your party by any means House Orien provides (caravan, lightning rail, or teleportation) for half the usual cost.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Trade order to House Orien as if it were a Storehouse facility in your Bastion, using your level to determine the maximum value of items purchased and the profit you get from selling them. If you are level 9+, you instead can issue the Recruit order to House Orien as if it were a Teleportation Circle facility within your Bastion.

House Phiarlan

The five Demesnes of House Phiarlan are each devoted to a specific artistic tradition:

Demesne of Memory (in Fairhaven in Aundair) encompasses the written word, including prose, poetry, and propaganda.

Demesne of Motion (in Wroat in Breland) focuses on the arts of the body, including dance, gymnastics, wrestling, acrobatics, and massage.

Demesne of Music (in Flamekeep in Thrane) teaches the arts of sound, including song and instrumental music.

Demesne of Shape (in Thaliost in Thrane) focuses on material arts, including the practical construction of props, costumes, instruments, and the like, as well as sculpture, painting, and pottery.

ARTIST: CLAUDIO POZAS

Demesne of Shadow (in Sharn) teaches the art of deception, which includes illusions, puppetry, and shadow plays, as well as acting, oratory, and impersonation. Baron Elvinor Elorrenthi d'Phiarlan makes her headquarters in the Shadow enclave.

A sixth head to the Phiarlan hydra, the Serpentine Table, is the house's espionage wing and one of the finest intelligence networks in Khorvaire. Few people know the group exists, and fewer still can use its services—the house grants access only to guildmasters, nobles, and players in the great game of power.

House Phiarlan Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can purchase one dose of poison (any kind) or other illegal item (such as stolen goods) at half price.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Craft order to House Phiarlan as if it were a Workshop facility in your Bastion. If you are level 9+, you instead can issue the Empower order to the house as if it were a Theater facility, and if you are level 13+, you instead can issue the Research order to the house as if it were a Pub facility.

House Sivis

ARTIST: CLAUDIO POZAS

Under the leadership of Doyenne Lysse Lyrriman d'Sivis, House Sivis does everything it can to stabilize a world torn apart by war. Some write off the importance of a house of scribes, while others wonder whether the much-vaunted neutrality of House Sivis conceals a far-reaching hidden agenda. Whatever the truth of the house's ambition, House Sivis remains an invaluable, integral part of modern civilization. Its services make communication possible across long distances, and its partnership with House Kundarak facilitates the most essential financial transactions of the Five Nations.

House Sivis Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can obtain the translation or messaging services of House Sivis at no charge.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Craft order to House Sivis as if it were an Arcane Study facility in your Bastion. If you are level 9+, you instead can issue the Craft order to your house as if it were a Scriptorium facility.

House Tharashk

House Tharashk is an alliance of three great families (with smaller associated clans), each with different origins and agendas. The alliance remains only as strong as the personal bonds that link the heads of the families. These three leaders, called the Triumvirate, manage the house together from the city of Zarash'ak in the Shadow Marches.

Aashta

The Aashta and their allies have ancient ties to at least two Cults of the Dragon Below and the power of Khyber. One could charitably describe the Aashta leaders (including their triumvir, Khandar'aashta) as opportunists who take every chance to advance their interests and those of their family—no matter who stands in the way.

ARTIST: CLAUDIO POZAS

Torrn

The Torrn and their allied families perpetuate the traditions of the Gatekeepers—a druidic sect dedicated to protecting the world from aberrations and other unnatural creatures. This puts the Torrn at odds with the most devout Aashta followers of the Dragon Below. Triumvir Maagrim Torrn secretly supports efforts of some family members to channel house resources toward the traditional mission of the Gatekeepers.

Velderan

The Velderan and their allies have no particular ties to any spiritual tradition, and they are generally altruistic and willing to cooperate with other families and houses. Some within the clan whisper that Triumvir Daric Velderan seems too accommodating and too willing to placate the other leaders of the house.

House Tharashk Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can purchase a dragonshard, or one Common or Uncommon magic item that incorporates dragonshards, at half the usual cost. Alternatively, you can request the assistance of a mercenary from Droaam (a **Harpy**, an **Ogrillon Ogre**, a **Spy**, or a **Thri-kreen Marauder**) for up to 1 day.

Recognized in House (Renown 10+). When you take a Bastion turn and issue the Recruit order to a Barrack facility in your Bastion, you can recruit up to twelve Bastion Defenders instead of four. In addition, if you are level 9+, you can issue the Research order to House Tharashk as if it were a Trophy Room facility within your Bastion.

House Thuranni

ARTIST: CLAUDIO POZAS

The story of the Shadow Schism that sundered House Thuranni from its kindred in House Phiarlan is a tangled knot of mystery. The surface details of the tale seem simple enough. About twenty years ago, Baron Elar d'Thuranni ordered the assassination of the entire Paelion line, one of the branches of House Phiarlan. Supposedly, he acted to prevent the Paelions from carrying out a wicked plot that would have ended the Last War and exterminated the leaders of the other dragonmarked houses, leaving the Paelions as absolute rulers of Khorvaire.

Was the Paelion plot real or fabricated by the sinister Order of the Emerald Claw? Was the schism orchestrated by agents of the Chamber to fulfill aspects of the Draconic Prophecy that speak of thirteen houses?

Did the barons of House Phiarlan and House Thuranni plan the whole thing together to eliminate a mutual enemy? Whatever the truth behind the schism, it stands as the most significant consequence of the Last War to the dragonmarked. Just as the kingdom of Galifar shattered into smaller nations, the Last War left the dragonmarked houses broken, unsure of their role in the new world and their ties to the new political powers of Khorvaire, and the division of Thuranni from Phiarlan embodies that new reality.

From his enclave in Regalport (in the Lhazaar Principalities), Baron Elar d'Thuranni rules a house that is a shadow of its united predecessor, similar in many ways to House Phiarlan. But while spies and assassins are contained within a secret sixth branch of House Phiarlan, separate from the house's artistic endeavors, the entertainers and artisans of House Thuranni are also its spies and assassins—and its assassins outnumber its spies.

House Thuranni Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can purchase one dose of poison (any kind) or other illegal item (such as stolen goods) at half price.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Craft order to House Thuranni as if it were a Workshop facility in your Bastion. If you are level 9+, you instead can issue the Empower order to the house as if it were a Theater facility, and if you are level 13+, you can issue the Research order to the house as if it were a Pub facility.

House Vadalis

House Vadalis has a carefully cultivated reputation as the most innocuous of the dragonmarked houses. Its leader, Dalin d'Vadalis, disdains use of a title and governs the house from a remote estate near Varna in the Eldeen Reaches—far from the seats of power in the Five Nations. Breeding superior animals for agriculture hardly seems threatening to most of Khorvaire.

And yet House Vadalis has stirred up more than its fair share of controversy. Tales say that during the War of the Mark, House Vadalis bred arcane beasts so horrifying they were later banned and destroyed. During the Last War, the house bred fierce bears to serve as mounts for elite Brelish troops. Persistent rumors suggest that the house might seek to apply their techniques of magical enhancement to human subjects.

ARTIST: CLAUDIO POZAS

House Vadalis Renown Perks

When you request a favor from your house, it can take one of these special forms.

Favored in House (Renown 3+). You can purchase any animal for half the usual cost, or you can secure free feed and stabling for animals owned by you and your party for up to 1 week.

Recognized in House (Renown 10+). When you take a Bastion turn, you can issue the Research order to House Vadalis as if it were a Library facility in your Bastion, as long as the topic of research is some kind of living creature. In addition, when you issue the Recruit order to a Menagerie facility in your Bastion, you pay half the usual cost for the creature you acquire.

DRAGONMARKED INTRIGUE ADVENTURES

Eberron: Rising from the Last War includes suggestions for building adventures focused on individual dragonmarked houses, but the most interesting adventures involve interaction between multiple houses. Use the House Intrigue table to inspire plots involving two or more houses.

House Intrigue

1d6	Adventure Goal
1	Dragonmarked houses vie for influence over a prominent individual (perhaps one of the characters).
2	Dragonmarked houses compete for control of a key site.
3	Tension builds between two rival dragonmarked houses, threatening to erupt into a deadly feud.
4	Villains from two or more dragonmarked houses form a dangerous alliance.
5	A villain tries to disrupt an alliance between two or more dragonmarked houses.
6	Splinter factions from two dragonmarked houses try toform a new house.

Dragonmarked NPCs

You can use the stat blocks in this section for dragonmarked heirs of the houses in your adventures.

Cannith Artificer

Dragonmarked artificers of House Cannith (typically human) often wield compact devices similar to eldritch cannons that can produce a variety of devastating effects. Both these cannons and the artificers' force-empowered maces function only in their creator's hands.

Cannith Artificer

Medium or Small Humanoid (Human), Neutral

AC 16 **Initiative** +1 (11)

HP 71 (11d8 + 22)

Speed 30 ft.

Ability	Score	Mod	Save
Str	13	+1	+1
Dex	13	+1	+1
Con	14	+2	+4

Ability	Score	Mod	Save
Int	18	+4	+6
Wis	14	+2	+2
Cha	11	+0	+0

Skills **Arcana** +6, **Perception** +4, **Sleight of Hand** +3

Gear **Chain Mail**, **Mace**, **Tinker's Tools**

Senses Passive Perception 14

Languages Common plus two other languages

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The artificer makes two attacks, using Battering Mace or Artillery Strike in any combination.

Battering Mace. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (3d6 + 4) Bludgeoning damage, and if the target is a Large or smaller creature, it has the **Prone** condition.

Artillery Strike. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 22 (4d8 + 4) Force damage.

Spellcasting. The artificer casts one of the following spells, using its Tinker's Tools as an Arcane Focus and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: ***Burning Hands*** (level 3 version), ***Mending***, ***Thunderwave*** (level 3 version)

1/Day Each: ***Cure Wounds, Invisibility***

Ghallanda Troubleshooter

The inns of House Ghallanda are meant to be places of safe refuge and quiet rest, so the house employs troubleshooters (mostly halflings) to protect the safety and serenity of its guests.

Ghallanda Troubleshooter

Small Humanoid (Halfling), Neutral

AC 14 **Initiative** +3 (13)

HP 78 (12d6 + 36)

Speed 30 ft.

Ability	Score	Mod	Save
Str	10	+0	+0
Dex	16	+3	+5
Con	17	+3	+5

Ability	Score	Mod	Save
Int	13	+1	+1
Wis	14	+2	+4
Cha	17	+3	+5

Skills **Insight** +4, **Perception** +4, **Stealth** +5

Immunities **Frightened**

Gear **Daggers** (6), **Leather Armor**

Senses Passive Perception 14

Languages Common, Halfling

CR 3 (XP 700; PB +2)

Traits

Hustle. The troubleshooter can move through the space of any creature that is of a larger size, but it can't stop there.

Actions

Multiattack. The troubleshooter makes two Poisoned Dagger attacks.

Poisoned Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage, and the target has the **Poisoned** condition until the start of the troubleshooter's next turn.

Spellcasting. The troubleshooter casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

1/Day Each: ***Sleep, Unseen Servant***

Bonus Actions

Nimble Escape. The troubleshooter takes the **Disengage** or **Hide** action.

Jorasco Medic

Dragonmarked heirs of House Jorasco served alongside every nation's armies in the Last War, providing medical care and magical healing to the injured. Though the warring nations treated Jorasco medics as sacrosanct, these medics also learned to channel their healing power into dazzling light to help them reach the wounded and escape from the thick of combat when necessary.

Jorasco Medic

Small Humanoid (Halfling), Neutral

AC 16 **Initiative** +4 (14)

HP 58 (9d6 + 27)

Speed 30 ft.

Ability	Score	Mod	Save
Str	12	+1	+1
Dex	15	+2	+2
Con	16	+3	+5

Ability	Score	Mod	Save
Int	14	+2	+2
Wis	17	+3	+5
Cha	14	+2	+2

Skills **Insight** +5, **Medicine** +5, **Perception** +5, **Stealth** +4

Gear **Breastplate**

Senses Passive Perception 15

Languages Common, Halfling

CR 4 (XP 1,100; PB +2)

Traits

Lucky. When the medic rolls a 1 on the d20 of a D20 Test, it can reroll the die, and it must use the new roll.

Actions

Multiattack. The medic makes two Radiant Burst attacks.

Radiant Burst. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 7 (2d6) Radiant damage, and the creature has the **Blinded** condition until the start of the medic's next turn.

Bonus Actions

Mark of Healing (2/Day). The medic casts ***Cure Wounds*** or ***Lesser Restoration***, using Wisdom as the spellcasting ability.

Kundarak Warden

Some dragonmarked heirs (mostly dwarves) of House Kundarak serve as personal guardians for the house's vaults and storehouses, and even its infamous prison, Dreadhold. Some also serve as agents of the mysterious Ghorad'din, a secretive group of assassins and spies little known beyond the members of the house. Kundarak wardens are adept at bypassing security measures as well as reinforcing them.

Kundarak Warden

Medium Humanoid (Dwarf), Neutral

AC 14 **Initiative** +1 (11)

HP 82 (11d8 + 33)

Speed 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	12	+1	+1
Con	16	+3	+6

Ability	Score	Mod	Save
Int	17	+3	+3
Wis	13	+1	+1
Cha	10	+0	+0

Senses **Darkvision** 120 ft.; Passive Perception 11

Languages Common, Dwarvish

CR 5 (XP 1,800; PB +3)

Traits

Magic Resistance. The warden has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The warden makes two Arcane Whip attacks. It can replace one attack with a use of Shackling Glyph if available.

Arcane Whip. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 13 (3d6 + 3) Force damage, and if the target is a Medium or smaller creature, it has the **Prone** condition. If the target already has the Prone condition, the attack deals an extra 7 (2d6) Force damage.

Shackling Glyph (Recharge 6). *Strength Saving Throw:* DC 14, one creature the warden can see within 60 feet. *Failure:* The creature has the **Grappled** condition (escape DC 14). While Grappled, the creature has the **Restrained** condition.

Spellcasting. The warden casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: ***Alarm***, ***Arcane Lock***, ***Mage Armor*** (included in AC)

1/Day: ***Dispel Magic***

Reactions

Protective Magic (3/Day). The warden casts ***Counterspell*** or ***Shield*** in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Lyrandar Scion

The Khoravar dragonmarked scions of House Lyrandar include swashbuckling sky captains, seafaring adventurers, and sinister cultists of the Hurricane Harvest. The power of their dragonmarks manifests as easy control of wind, thunder, and lightning, which they wield as readily in combat as in navigating the sea and sky.

Members of the Hurricane Harvest believe that the Mark of Storm is not a gift of the Sovereign Host, as others in their house teach, but the sign of the Devourer. They maintain that the greatest ancestors of their house live on as krakens in the deep and guide the cult through visions to use their power for destruction and domination. They sometimes partner with kuo-toa, sahuagin, and other monsters of the deep.

Lyrandar Scion

Medium or Small Humanoid (Khoravar), Neutral

AC 13 **Initiative** +3 (13)

HP 60 (11d8 + 11)

Speed 30 ft.

Ability	Score	Mod	Save
Str	12	+1	+3
Dex	16	+3	+5
Con	13	+1	+1

Ability	Score	Mod	Save
Int	12	+1	+1
Wis	15	+2	+2
Cha	18	+4	+4

Skills **Acrobatics** +5, **Perception** +4

Resistances Lightning, Thunder

Gear **Arcane Focus (wand)**

Senses **Darkvision** 60 ft.; Passive Perception 14

Languages Common, Elvish

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The scion makes two Thunderbolt attacks and uses Spellcasting.

Thunderbolt. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30 ft. *Hit:* 11 (2d6 + 4) Lightning damage plus 9 (2d8) Thunder damage. *Critical Hit:* The creature also has the **Deafened** condition for 1 minute.

Spellcasting. The scion casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At Will: ***Elementalism***, ***Gust of Wind***, ***Thunderwave***

Bonus Actions

Jump (2/Day). The scion casts ***Jump***, requiring no spell components and using the same spellcasting ability as Spellcasting.

Reactions

Feather Fall (2/Day). The scion casts ***Feather Fall*** in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

Medani Inquisitive

The most prized inquisitives of House Medani, a house of mostly Khoravar, employ their dragonmarks and their keen intellects to anticipate threats from any quarter. Some are part of a secretive order called the Basilisk's Gaze, dedicated to hunting down fugitive war criminals who committed atrocities during the Last War.

Medani Inquisitive

Medium or Small Humanoid (Khoravar), Neutral

AC 14 **Initiative** +0 (10)

HP 45 (7d8 + 14)

Speed 30 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	10	+0	+0
Con	14	+2	+4

Ability	Score	Mod	Save
Int	15	+2	+2
Wis	16	+3	+5
Cha	14	+2	+2

Skills **Insight** +5, **Investigation** +4

Gear **Breastplate**, **Quarterstaff**

Senses **Darkvision** 60 ft.; Passive Perception 13

Languages Common, Elvish

CR 3 (XP 700; PB +2)

Actions

Multiattack. The inquisitive makes three Crooked Staff attacks. It can replace one attack with a use of Inquisitive Eye.

Crooked Staff. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the **Prone** condition. If the target already has the Prone condition, the attack deals an extra 7 (2d6) Radiant damage.

Inquisitive Eye. *Wisdom Saving Throw:* DC 13, one creature the inquisitive can see within 60 feet. *Failure:* 10 (3d6) Psychic damage, and the target is marked. The inquisitive has Advantage on attack rolls against a target it has marked. While marked, the target can't become hidden from the inquisitive, and if it has the **Invisible** condition, it gains no benefit from that condition against the inquisitive. The mark disappears after 1 minute or when the inquisitive uses this action again. *Success:* Half damage only.

Spellcasting. The inquisitive casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

At Will : ***Guidance***

1/Day Each: ***Detect Thoughts***, ***See Invisibility***

Reactions

Spontaneous Barrier (Recharge 4–6). *Trigger:* The inquisitive or an ally it can see is hit with an attack roll. *Response:* The inquisitive adds 2 to its or the ally's AC against that attack, possibly causing it to miss.

Orien Enforcer

Whether riding on an Orien cart, guarding the lightning rail on a cross-continental journey, or using Orien *Teleportation Circles* to transport precious parcels in an instant, dragonmarked enforcers of House Orien (mostly humans) protect their house's interests and maintain its reputation for dependability.

Orien Enforcer

Medium or Small Humanoid (Human), Neutral

AC 16 **Initiative** +6 (16)

HP 55 (10d8 + 10)

Speed 35 ft.

Ability	Score	Mod	Save
Str	12	+1	+1
Dex	18	+4	+6
Con	13	+1	+1

Ability	Score	Mod	Save
Int	16	+3	+3
Wis	14	+2	+4
Cha	11	+0	+0

Skills Acrobatics +6, Perception +4

Gear Daggers (6), Studded Leather Armor

Senses Passive Perception 14

Languages Common plus two other languages

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The enforcer makes three Dagger attacks. It can replace one attack with a use of Lightning Cage if available.

Dagger. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 9 (2d4 + 4) Piercing damage plus 7 (2d6) Poison damage.

Lightning Cage (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 20-foot-radius Sphere centered on a point the enforcer can see within 60 feet. *Failure:* 13 (3d8) Lightning damage, and the creature can't take Reactions until the end of the enforcer's next turn. *Success:* Half damage only.

Bonus Actions

Misty Step (2/Day). The enforcer casts ***Misty Step***, using Intelligence as the spellcasting ability.

Reactions

Temporal Disruption (1/Day). *Trigger:* The enforcer takes damage from a melee attack. *Response:* The enforcer **teleports** up to 30 feet to an unoccupied space it can see. Each creature within 10 feet of the space the enforcer left must succeed on a DC 13 Constitution saving throw, or its Speed is halved until the start of the enforcer's next turn.

Sentinel Marshal

The Sentinel Marshals of House Deneith, who are typically human, hold the honor of the house in their hands. The Treaty of Thronehold upheld their authority to pursue criminals across international borders, giving them the unique privilege and responsibility of upholding the law across Khorvaire.

Only the most trusted heirs of the house are honored with a position in the Sentinel Marshals, either after serving in the house's other guilds for several years (as bodyguards in the Defenders Guild and mercenary officers in the Blademarks Guild) or by special dispensation of House Deneith.

Sentinel Marshals are never authorized to break local or international laws, but neither are they accountable to the legal authorities of any nation. A rogue marshal can be punished only by the leadership of House Deneith, but some nations (such as Darguun and Droaam) ignore these conventions.

Sentinel Marshal

Medium or Small Humanoid (Human), Lawful Neutral

AC 16 **Initiative** +10 (20)

HP 110 (20d8 + 20)

Speed 30 ft.

Ability	Score	Mod	Save
Str	18	+4	+4
Dex	19	+4	+7
Con	12	+1	+4

Ability	Score	Mod	Save
Int	11	+0	+0
Wis	15	+2	+2
Cha	10	+0	+0

Skills Athletics +7, Insight +5, Perception +8

Gear Longsword, Pistol, Studded Leather Armor

Senses Passive Perception 18

Languages Common plus two other languages

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The marshal makes three attacks, using Longsword or Pistol in any combination.

Longsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage, and the target has Disadvantage on the next attack roll it makes before the start of the marshal's next turn.

Pistol. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Reactions

Shield (3/Day). The marshal casts ***Shield*** in response to the spell's trigger, using Wisdom as the spellcasting ability.

Shadow-Marked Agent

Agents of House Phiarlan and House Thuranni, who are primarily elves, combine stealth and espionage with mastery of the performing arts—and dragonmarked heirs augment those skills with shadow magic. This stat block can serve for an agent of either house.

Even though House Phiarlan agents don't typically work as entertainers or artists in addition to their espionage activities, they receive extensive training in those arts alongside other members of their house. House Thuranni agents, in contrast, are always both artists and spies.

Shadow-Marked Agent

Medium Humanoid (Elf), Neutral

AC 17 **Initiative** +8 (18)

HP 132 (24d8 + 24)

Speed 30 ft.

Ability	Score	Mod	Save
Str	12	+1	+1
Dex	20	+5	+8
Con	12	+1	+1

Ability	Score	Mod	Save
Int	11	+0	+0
Wis	16	+3	+6
Cha	17	+3	+3

Skills Perception +6, Performance +6, Sleight of Hand +8, Stealth +11

Gear Studded Leather Armor

Senses Darkvision 60 ft.; Passive Perception 16

Languages Common, Elvish, Thieves' Cant

CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The agent makes two Shadow Knife attacks.

Shadow Knife. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 20/60 ft. *Hit:* 10 (2d4 + 5) Piercing damage plus 14 (4d6) Necrotic damage, and the target's Speed is reduced by 10 feet until the end of its next turn.

Spellcasting. The agent casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (DC 14):

At Will: ***Disguise Self***, ***Minor Illusion***

1/Day: ***Pass without Trace***

Bonus Actions

Shadow Cloak. The agent has the **Invisible** condition until the start of its next turn. This invisibility ends early immediately after the agent makes an attack roll.

Sivis Scribe

The dragonmarked heirs of House Sivis are typically accomplished gnome scholars of magic. In addition to the might that comes with their marks, they favor magical sigils and words of power.

Sivis Scribe

Small Humanoid (Gnome), Neutral

AC 15 **Initiative** +2 (12)

HP 56 (16d6)

Speed 30 ft.

Ability	Score	Mod	Save
Str	11	+0	+0
Dex	15	+2	+2
Con	10	+0	+0

Ability	Score	Mod	Save
Int	16	+3	+3
Wis	12	+1	+3
Cha	11	+0	+0

Skills **Arcana** +5, **Sleight of Hand** +4

Senses **Darkvision** 60 ft.; Passive Perception 11

Languages Common, Gnomish, plus three other languages

CR 3 (XP 700; PB +2)

Traits

Words of Reason. Allies in a 10-foot Emanation originating from the scribe have Advantage on saving throws to avoid or end the **Charmed** or **Frightened** condition. This trait doesn't function if the scribe has the **Incapacitated** condition.

Actions

Multiattack. The scribe makes two Bursting Sigil attacks.

Bursting Sigil. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 13 (3d6 + 3) Radiant damage.

Spellcasting. The scribe casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (DC 13):

At Will: ***Comprehend Languages***, ***Mage Armor*** (included in AC), ***Message***

1/Da y: ***Sending***

Bonus Actions

Word of Stasis (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 20-foot-radius Sphere centered on a point the scribe can see within 60 feet. *Failure:* The target has the **Incapacitated** condition until the start of the scribe's next turn. While the target is Incapacitated, its Speed is 0 and can't increase.

Tharashk Hunter

House Tharashk's heirs include inquisitives, dragonshard prospectors, and bounty hunters. They are more at home in the trackless wilds than in crowded city streets, but they are quite capable of tracking and pursuing their prey in any environment.

Tharashk hunters, typically humans or orcs, often work alongside **Druids** of the Gatekeepers, and occasionally with **Aberrant Cultists** of the Dragon Below.

Tharashk Hunter

Medium or Small Humanoid (Human or Orc), Neutral

AC 16 **Initiative** +4 (14)

HP 97 (15d8 + 30)

Speed 40 ft.

Ability	Score	Mod	Save
Str	12	+1	+1
Dex	19	+4	+7
Con	15	+2	+5

Ability	Score	Mod	Save
Int	11	+0	+0
Wis	16	+3	+3
Cha	10	+0	+0

Skills Perception +6, Stealth +7, Survival +6

Gear Longbow, Shortsword, Studded Leather Armor

Senses Darkvision 60 ft.; Passive Perception 16

Languages Common, Orc, plus one other language

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The hunter makes three attacks, using Shortsword or Longbow in any combination.

Shortsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and the target has Disadvantage on attack rolls and ability checks until the end of its next turn.

Longbow. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 17 (3d8 + 4) Piercing damage, and the target's Speed is reduced by 10 feet until the end of its next turn.

Bonus Actions

Mark of Tharashk. The hunter magically marks one creature it can see within 150 feet. The mark lasts for 1 hour, until the target dies, or until the hunter uses this Bonus Action again. While the target is marked in this way, the hunter has Advantage on attack rolls against the target, and the target gains no benefit from the Invisible condition against the hunter.

Reactions

Uncanny Dodge. *Trigger:* The hunter is hit by an attack roll. *Response:* The hunter halves the damage (round down) it takes from that attack.

Vadalis Heir

Combining druidic magic with skill at handling natural and monstrous animals, the dragonmarked heirs of House Vadalis, most of whom are human, are more fearsome than their innocuous-seeming house suggests—especially when accompanied by a Giant Boar, Polar Bear, or Rhinoceros .

Vadalis Heir

Medium or Small Humanoid (Human), Neutral

AC 14 **Initiative** +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft.

Ability	Score	Mod	Save
Str	12	+1	+1
Dex	16	+3	+5
Con	15	+2	+4

Ability	Score	Mod	Save
Int	10	+0	+0
Wis	17	+3	+5
Cha	13	+1	+1

Skills Animal Handling +7, Nature +4, Stealth +5

Gear Leather Armor, Scimitar

Senses Passive Perception 13

Languages Common, Sylvan

CR 4 (XP 1,100; PB +2)

Traits

Pack Tactics. The heir has Advantage on an attack roll against a creature if at least one of the heir's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The heir makes four attacks, using Scimitar or Lunar Wisp in any combination.

Scimitar. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 +3) Slashing damage plus 3 (1d6) Poison damage.

Lunar Wisp. *Ranged Attack Roll:* +5, range 60 ft. *Hit:* 9 (2d8) Radiant damage, and the target emits Dim Light in a 10-foot radius and can't benefit from the **Invisible** condition until the end of the heir's next turn.

Spellcasting. The heir casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: ***Druidcraft***, ***Light***, ***Speak with Animals***

3/Day Each: ***Animal Friendship***, ***Animal Messenger***

1/Day: ***Ice Storm***

Bonus Actions

Spur Beast. The heir targets a Beast it can see within 30 feet. The target can take a Reaction to move up to half its Speed and make one melee attack.

CHAPTER 06

MORGRAVE EXPEDITIONS

ARTIST: MICHAEL BROUSSARD

AN ARMORER EXPLORER VENTURES INTO AN ANCIENT RUIN IN XEN'DRIK IN SEARCH OF MAGICAL SECRETS

MORGRAVE UNIVERSITY IN SHARN, ONE OF THE LARGEST INSTITUTIONS OF HIGHER LEARNING IN KHORVAIRE, HAS A MIXED REPUTATION. ON THE ONE HAND, ITS FOUNDER—Lord Lareth ir'Morgrave—envisioned the university as "a beacon of knowledge shining from the tallest towers of the city, illuminating the forgotten secrets of the past." Generations of students and scholars have tried to help the university live up to that inspiring vision over the past two and a half centuries.

On the other hand, ir'Morgrave had a reputation as a treasure hunter who built his fortune by selling artifacts and treasures stolen from archaeological digs in Darguun, Xen'drik, and other sites. And countless students, scholars, and adventurers over the centuries have contributed to the university's reputation as a cover for smuggling activities and plundering the past.

Run a Morgrave expeditions campaign if you want to emulate the pulp-action adventures of Professor Challenger, Indiana Jones, Lara Croft, and other explorer-scholars.

MORGRAVE CHARTACTERS

A Morgrave expeditions campaign assumes that characters are connected to Morgrave University, which is a patron to the adventuring party. This arrangement allows the university to assign the characters to specific missions and reward them for achieving certain objectives without directing their every move. In return, the characters can draw on the resources of the university, and they gain other benefits from having a group patron. (If you use the group patron rules in *Eberron: Rising from the Last War* or *Tasha's Cauldron of Everything*, you can use the benefits listed here instead of the ones in those books; you can use the information on the University and Academy patrons to flesh out the characters' contacts, fields of study, and so on.)

The Archaeologist background described in chapter 2 is a good option for characters in this campaign, alongside *Player's Handbook* backgrounds such as Guide, Sage, and Scribe.

Group Patron Benefits

Characters in a party whose patron is Morgrave University gain the following benefits.

Group Assistance

Having a group patron gives an adventuring party a common purpose—a patron's guidance and encouragement inspire better coordination. As a result of this unity, each member of your party can grant Advantage to a D20 Test made by another member of the party. To grant Advantage in this way, you and your target must be able to see or hear each other, and neither can have the **Incapacitated** condition. After granting this Advantage, you can't do so again until you finish a Long Rest.

Compensation

The university pays for the work you do on its behalf. The nature of your employment influences how you are paid. On average, the university pays each member of your group 1 GP per day (enough to sustain a [Tooltip Not Found] lifestyle). Or you might be paid a bounty (at least 250 GP) for each ancient relic you bring back from your adventures and give to the university.

Documentation

Each member of your group has identification papers noting their affiliation with Morgrave University, which carries clout in academic circles. The university also acquires documentation, letters of introduction, and traveling papers for you if your work requires them. Finally, if your adventures take you to Xen'drik, the university secures the necessary letters of marque issued by the king of Breland, which grant you permission to explore the ruins there.

Research

The university has abundant resources to facilitate any research your mission requires. Whenever your group takes a Bastion turn, you can (as a group) issue the Research order to the university as if it were a Library special facility in your Bastion. Once your group reaches level 13, you instead can issue the Research order to the university as if it were an Archive.

Resources

Morgrave University has extensive libraries and museums. You can call in a favor to gain access to resources that are generally not on exhibit: dangerous relics, magic items, spellbooks, and the like. Additionally, you can consult with experts in various fields among the university faculty—so long as you can coax them away from their work.

Training

You have access to continuing education at no cost. You can spend 30 days in classes to gain one of the following benefits:

You gain proficiency in the **Arcana**, **History**, **Nature**, or **Religion** skill. You can gain proficiency in only one skill in this way.
You gain proficiency with a tool.
You learn a language.

MORGRAVE CONFLICTS

A campaign centered on Morgrave University suggests three significant campaign conflicts:

Rival Explorers. Characters can explore the tension between legitimate scholarship and greed as they undertake expeditions and explorations in competition with rival adventurers.

Emerald Claw. Adventures can bring characters into conflict with sinister forces such as the Order of the Emerald Claw, which seeks to use ancient magic to advance its evil purposes.

Lords of Dust. The adventurers might—through accident or deception—release ancient evils into the world.

You can replace or supplement these conflicts with others from *Eberron: Rising from the Last War*—such as the Dreaming Dark, the Heirs of Dhakaan, or Cults of the Dragon Below—or scenarios of your own devising. The sites where characters conduct their explorations might suggest particular conflicts.

This section describes the three suggested conflicts, the goals of the villainous groups, and possible plot arcs tied to them.

Rival Explorers

Morgrave University teems with unscrupulous adventurers and researchers driven by avarice. Additionally, the university itself has academic rivals—the University of Wynarn in Aundair, the Library of Korranberg, and others—whose scholars might become personal foils to adventurers associated with Morgrave.

Goals of Rival Explorers

Create a team of rival explorers who oppose the characters in different ways. If the characters are altruistic researchers seeking to expand the frontiers of knowledge, their rivals should be greedy, selfish, and ruthless—the worst representatives of Morgrave's bad reputation. They seek fame, wealth, and power by plundering the secrets of ancient civilizations and claiming the magic and money they find for themselves.

On the other hand, if the characters seem motivated by greed, choose as their rivals high-minded scholars from Wynarn. These foes work to discover the secrets of the past, contribute to the sum of knowledge, and prove that their university deserves more renown than the "institute of relic hunting and grave robbing" that is Morgrave University.

A Rival Explorers Arc

The rivalry between the characters and their foils might unfold according to this outline.

Levels 1–4. The characters first encounter their adversaries between adventures, at Morgrave University. The rivals might be receiving a coveted accolade, such as a research grant or an academic award. Or they might be conspicuously spending ill-gotten wealth, boasting of their accomplishments, or directly taunting the characters. (A rival group at these levels might consist of a **Berserker** or **Bandit Captain**, a **Mage Apprentice**, a **Priest**, and a **Spy**.)

Levels 5–10. In later adventures, the characters encounter their rivals in the field. Seeing the adventurers' growing success, unscrupulous adversaries might engage in sabotage, theft, and similar escalating (but not violent) attacks. Or the characters might use such tactics themselves as their rivals enjoy a series of lucky finds and major successes. (A rival group at these levels might consist of an **Assassin**, a **Gladiator**, a **Mage**, and a **Performer Maestro**.)

Levels 11–16. As the adventurers reach high levels, the rivalry comes to a head through an unfortunate event. The adversaries acquire a cursed item that possesses or otherwise corrupts them, turning the other group into outright antagonists. Ideally, the characters solve this problem by breaking the curse rather than killing the rivals, but either way, these foils no longer trouble the characters after they resolve this situation. (A rival group at these levels might consist of an **Archmage**, an **Archpriest**, a **Spy Master**, and a **Warrior Commander**.)

Order of the Emerald Claw

ARTIST: DAARKEN

TWO EMERALD CLAW KNIGHTS JOIN THEIR COMMANDER IN A HUNT FOR POWERFUL MAGIC

Driven by fanatical evil and bolstered by legions of undead soldiers, the Order of the Emerald Claw is a villainous organization whose aims often pit its agents against expeditions from Morgrave University. The order's methods range from military raids using undead soldiers to subtle espionage and assassination.

Goals of the Emerald Claw

In service of its undead leader, **Lady Illmarrow**, the Order of the Emerald Claw seeks powerful magic items, particularly those created with necromantic magic. Often its agents use these items simply to spread terror and destruction, but their efforts ultimately support Lady Illmarrow's goal of reactivating her dragonmark, the extinct Mark of Death.

An Emerald Claw Arc

The conflict between adventurers and the Order of the Emerald Claw might follow this broad outline.

Levels 1–4. At low levels, the characters can clash with skeletons and zombies under the Emerald Claw's control. At the same time, they might build a relationship—professional or personal—with an Emerald Claw spy within the Morgrave University faculty, such as Dala Arand (see the "Cyre Tower" section later in this chapter). This spy could even serve as a patron for the characters' expeditions.

Levels 5–10. Emerald Claw agents use violence to keep the characters away from treasures the order has claimed. The adventurers might set out explicitly to prevent the Emerald Claw from acquiring powerful magic, or the two groups might be searching for the same sites and treasures. But the Claw agents seem to have inside information on the characters' activities and plans!

Levels 11–16. The spy at Morgrave University is uncovered and emerges as a powerful villain—perhaps a mighty necromancer or a vampire—who takes center stage through middle to high levels. Now the Emerald Claw primarily works to get the adventurers out of the way so they can't foil Lady Illmarrow's greater schemes.

Levels 17–20. The characters or the Emerald Claw agents acquire information about the Mark of Death, attracting Lady Illmarrow's attention. The would-be Queen of the Dead plans an elaborate ritual in the heart of Shae Mordai, the elven City of the Dead. The rite will destroy the islands of Aerenal and elevate Lady Illmarrow to divinity—unless the characters stop her first.

Emerald Claw Agents

Agents of the Order of the Emerald Claw are soldiers whose obedience to the order and their superiors is absolute. They include the scouts, spies, and warriors described in the *Monster Manual*, in addition to the stat blocks presented here, and they are often accompanied by Undead troops such as **Skeletons**, **Zombies**, and **Karrnathi Undead Soldiers** (which appear in *Eberron: Rising from the Last War*). Their leaders include **Bone Knights** (also in *Eberron: Rising from the Last War*).

Emerald Claw Commander. Emerald Claw commanders lead large groups of soldiers, inspiring the fanatical devotion of Humanoids and Undead alike.

Emerald Claw Knight. Knights of the Emerald Claw command squads of Humanoid or Undead soldiers. As they draw nearer to death, the chill of the grave suffuses their weapon attacks.

Lords of Dust

Tales from the ancient history of Eberron tell of a time when the world fell entirely under the sway of evil: the so-called Age of Demons, when fiendish beings called overlords ruled the world. The Lords of Dust are servitors of those lords—lesser (but still terrifying) Fiends who seek to sustain the overlords and release them from their prisons in Khyber.

Goals of the Lords of Dust

To sustain the overlords, the Lords of Dust encourage activities that strengthen these lords' influence. For example, because the overlord **Rak Tulkhesh** embodies war, his minions work to cause strife across the world. And **Sul Khatesh** feeds on the fear evoked by the sinister magic of warlocks and evil wizards, so her minions entice cruel folk to enter into pacts with the Queen of Shadows.

The Lords of Dust work toward the long-term goal of releasing the overlords from imprisonment by manipulating world events to conform to their interpretations of the Draconic Prophecy. Over the millennia, they sought to collect every possible fragment of the mysterious Prophecy that might pertain to the overlords' liberation. They try to fulfill the Prophecy in ways that advance that goal. However, they are constantly impeded by newly discovered elements of Prophecy—especially since the dragonmarks that appear on mortals often seem connected to relevant parts of the Prophecy. This drives many Lords of Dust to collect or kill dragonmarked characters.

A Lords of Dust Arc

The threat of the Lords of Dust need not become evident until the characters have some experience under their belts and can handle the threat of the overlords' weakest minions. The conflict might play out according to this outline.

Levels 5–10. A few strange and apparently unconnected events mark the characters' adventures during these levels. A demon flies into a rage at the sight of a dragonmarked character and attacks only that character. A mysterious figure in disguise tries to hire the characters to carry out a bizarre mission in a very specific way. The characters find their path through a dungeon cleared out ahead of them, with mangled monster corpses left in the wake of whatever horror preceded them—but the ancient relic they seek there is undisturbed.

Levels 11–16. The Lords of Dust try to manipulate the characters to use the ancient relic to kill a dragon, prominent dragonmarked individual, or political figure. The Lords believe that the characters using the relic in this way will fulfill part of the Draconic Prophecy and serve as an important step toward the overlords' release. At some point, an evil dragon (an agent of the Chamber) warns the characters against this manipulation, explaining the nature and goals of the Lords of Dust to them. If the characters refuse to cooperate with the lords, powerful Fiends attack them to claim the relic and place it in the hands of more pliable adventurers.

Levels 17–20. Apparently by coincidence, the adventurers' latest expedition—the crowning achievement of their careers—leads to the discovery of an Underdark site where an overlord lies imprisoned. A horde of demons appears and attacks, each one throwing itself on the overlord's prison when it is slain. As each creature's ichor spills over the prison, cracks appear in the stone surface. Can the adventurers fend off the demons and the ever-increasing manifestations of evil without freeing the overlord and unleashing destruction on the world?

MORGRAVE UNIVERSITY

ARTIST: CULLEN COLE

MORGRAVE UNIVERSITY

Morgrave University is prominently situated in Sharn, the City of Towers—in the Upper Menthis ward. The institution owns the buildings surrounding the campus proper, renting residences to students and faculty. The university also leases business space to essential trades and services, from booksellers and stationers to scribes and cartographers. The school fills Dalannan Tower, crowned by the enormous dome of Lareth Hall. Five slender spires (named after the Five Nations) ring Dalannan Tower and house the students.

At the bottom levels of the university, several large courtyards among the towers feature grass and small trees. Locals call these courtyards the "ground floor" of the campus, despite their position high above the Menthis Plateau. They're popular sites for student gatherings and class meetings on the rare occasions that Sharn's notoriously rainy weather lets up.

Beyond the courtyards, the "ground floor" contains lecture halls, study halls, small libraries (mostly focused on books assigned for student reading), dining halls, and faculty offices.

Morgrave is a constant bustle of activity while classes remain in session, but it can feel deserted in the evenings, on weekends, and between terms. Even for nonstudents, the university contains resources and information helpful to nearly any pursuit—if you know where to look and whom to ask. The following locations represent some of the most popular and versatile resources on the campus. Among the location descriptions are snapshots of some of the faces of Morgrave—professors who are colorful characters and might have interesting roles to play in a Morgrave expeditions campaign.

Dalannan Tower

The lowest levels of Dalannan Tower hold faculty offices for several core departments, including history, archaeology, anthropology, geography, arcana, linguistics, and the interdisciplinary Xen'drik studies and Dhakaani studies programs. These offices, along with a sprinkling of lecture halls, ring the tower's outer edge.

At these lower levels, the tower's interior (accessible only from the floors above) contains the vaults of the Dezina Museum of Antiquities, whose public areas fill several of Dalannan's middle floors. These vaults contain hundreds, if not thousands, of unopened crates holding uncatalogued treasures—some of which have been there for decades.

Above the Dezina Museum, the Morgrave University Library fills the top levels of Dalannan Tower. While it doesn't match the library at Korranberg in breadth, it is the most extensive collection of books in Breland. It specializes in the history of Khorvaire and is run by gnome expatriates from Zilargo. Students and faculty can use the library for free; others must pay 1 GP per day.

At the top of Dalannan Tower lies a complex of several buildings with great domes and pillared facades. Lareth Hall, which houses administrative offices, is the largest of these structures. Next to it rises the Great Hall of Aureon, a temple to the Sovereign of knowledge. It's purported to be a source of divine inspiration—tales say that sleeping on the temple's marble floor provides insight into one's problems. The temple staff includes scholars and experts from practically every academic field and discipline.

Attached to both Lareth Hall and the Great Hall of Aureon, a slender spire topped with a column-ringed, open-air hall completes the facility. This is the home of Flamewind (see "Faces of Morgrave" below). The sphinx gives the spire its name: Flamewind's Steeple.

Flamewind

Not technically a faculty member, the sphinx called Flamewind (**Sphinx of Lore**) is certainly one of the most interesting characters on campus. A recent expedition to Xen'drik encountered her, and she claimed she had been waiting for the scholars to find her. She willingly returned with them to Khorvaire and took up residence at the top of a spire beside Lareth Hall's great dome. She frequently summons adventurers to her chamber and sends them on cryptic missions. Many say she has oracular powers and has studied the Draconic Prophecy.

Ghash Duurkat

Though he hasn't yet received a professorship (he carries the title of lecturer in the history department), Ghash Duurkat (Lawful Neutral **Hobgoblin Captain**) remains a popular sensation at Morgrave. A hobgoblin who wears traditional battle armor to every class, Duurkat is a boisterous lecturer. But despite the theatrics, his knowledge of Dhakaani history is unmatched. A rakshasa associated with the Lords of Dust has taken an interest in Ghash Duurkat's research, which has touched on the location of an imprisoned overlord far beneath Darguun.

Larrian ir'Morgrave

Larrian ir'Morgrave (Medium **Noble Prodigy**) descends directly from Lareth ir'Morgrave, founder of the university, and serves as its current master. Though his job involves more administration than scholarship, he nevertheless finds time to publish more papers on giant-made pottery than any other scholar, past or present. If you use rival explorers in your campaign who are connected to Morgrave University, they work hard to curry favor with Master Larrian, and if the adventurers don't put in similar effort, they'll find the school administration hampering their efforts at every turn.

Zophik

Widely regarded as erratic, Professor Zophik (Medium **Warrior Commander**)—a human who no longer uses her first name—has earned the right to some eccentricity. Her field of history is the Age of Demons; supposedly she has traveled to ancient Ashtakala and survived—though not unscarred.

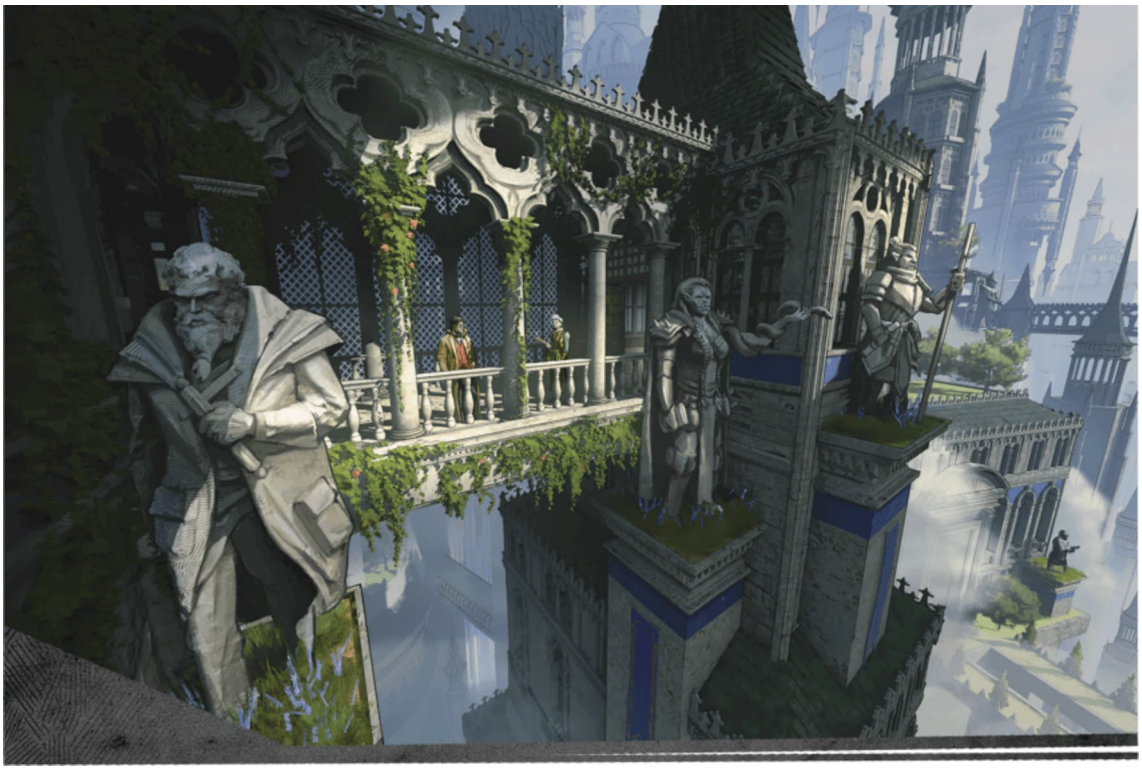
Aundair Spire

Most of Aundair Spire holds student dormitories, faculty residences, and offices for the faculty and staff of the botany, agriculture, and related departments. Crowning the spire, the magnificent Hadrill Gardens displays an extraordinary collection of exotic plants, flowers, and even plant creatures from around the world. Access to the more dangerous plants is restricted to botany students with permission from a faculty member. Both students and staff enjoy meditation and even romantic walks within the spire's large open-air garden and nine greenhouses—including one devoted to orchids from Xen'drik and Q'barra.

Alain Gourthan

Professor Alain Gourthan, a young human botanist (Medium **Noble**), has yet to make any dramatic discoveries—a fact that grates on his nerves. His academic knowledge exceeds that of many colleagues, and students call him an excellent lecturer. But his lack of significant field experience has held him back. Word is circulating that he plans a truly ambitious expedition to the far south of Xen'drik, which almost certainly will either make or break his career. He might hire the characters or their rivals to accompany him on this expedition.

ARTIST: CULLEN COLE



Breland Spire

Below many levels of residences for students and faculty, the lowest levels of Breland Spire hold the offices of the mathematics, engineering, siege craft, alchemy, physics, and planar studies departments. Toward the top of the spire sits the Commons, a large, roofed plaza ringed by columns to allow fresh air to blow through. The Commons is a popular gathering spot for the university community. Food vendors set up carts there every morning and sell a wide variety of dishes throughout the day. In the evening, the Commons grows quieter, becoming a favorite spot for those who want to read, meditate, or have a private conversation.

The Bridge

A long arcing, covered bridge connects Breland Spire to a level near the top of Dalannan Tower. One side of the bridge features shops focused on the needs of Morgrave's students (bookstores, paper makers, clothing and equipment vendors). On the other side, a wall holds announcements and notices (job opportunities, campus events, items for sale, and so forth).

Cyre Tower

The lowest levels of Cyre Tower contain offices for the departments of art, music, literature, and related fields. The upper levels here house close-knit communities of students and faculty with common interests. Such interests include academic pursuits, hobbies, shared languages, and religious affiliation. In Shava House—one such community—residents enjoy meals heavily laden with academic discourse regarding the history of Xen'drik.

Dala Arand

Dala Arand (Medium, Lawful Evil **Tough Boss**), a young human resident of Shava House, has a distinguished record of expeditions to Xen'drik. She is particularly drawn to legends surrounding powerful Artifacts wielded by dragons and demons as the ancient Age of Demons came to an end. Rumors claim she has solid leads pointing to the location of an item known as the [Tooltip Not Found], somewhere in a vault in Xen'drik. Secretly, she is an agent of the Order of the Emerald Claw; she reserves the most powerful magic she discovers for the order. The students and adventurers she brings on expeditions remain unaware of this connection.

Karrnath Spire

Zoology, animal husbandry, medicine, and related departments have offices and classrooms on the lowest levels of Karrnath Spire. Near the top lies the Valdain Museum of Natural History, a fascinating collection of stuffed and mounted animals from across Khorvaire and beyond. Despite being underfunded and unappreciated at a university so focused on ancient ruins and relics, the Valdain Museum features exhibits on magical creatures, from blink dogs and displacer beasts to a great bulette. An enormous dragon skeleton hangs from the ceiling just inside the museum entrance.

Sendor Reddick

Professor Sendor Reddick (Medium **Death Cultist**) is a taxidermist as well as a noted scholar of animal biology. As curator of the Valdain Museum of Natural History, Reddick pays handsomely for well-preserved specimens of unusual creatures, though he prefers to stuff them himself. Many whisper that the young-seeming elf dabbles in necromancy, and some speculate that he might be connected to the Order of the Emerald Claw. In fact, he is devoted to **Sul Khatesh** and serves the Lords of Dust.

Thrane Tower

Departments including law, government, economics, sociology, religion, and related fields occupy offices at the lowest levels of Thrane Tower. The rest of the tower contains residences, including several luxurious homes with commanding views at the top of the tower. Most notable is the home of Larrian ir'Morgrave, the master of the university.

Sana Dhuma

People know Sana Dhuma, an aged orc scholar of religion (Medium, Neutral Good **Mage**), for her extensive work among the benevolent yuan-ti of Krezent (in the Talenta Plains), as well as a few brief forays into territory held by yuan-ti in Xen'drik. Her office and residence boast an extensive collection of pet snakes. She's fond of making students suspect that one of the snakes is actually a yuan-ti spy.

Below Morgrave

Teeming neighborhoods of citizens occupy the towers and streets below the university's main tower. Just below the "ground floor" in Middle Menthis, the middle levels of those towers hold the district of Everbright. There, vendors make and sell magic items, spellcasters offer their services, and specialized merchants trade with exclusive clientele. It's a peaceful, well-to-do neighborhood lit with magic lanterns and glittering with other magical effects.

Below Everbright, the tower and spires of Morgrave University above merge together into a single, massive structure full of apartments and ringed with orderly townhouses, forming the heart of a residential district called Center Bridge. Though rowdy taverns, theaters, and gambling dens surround this neighborhood, Center Bridge remains mostly quiet. Many students and some university staff live here, where lodging costs less than in the upper towers.

DANGEROUS DESTINATIONS

From million-year-old shrines in the Demon Wastes to the wreckage of Cyre in what is now the Mournland, Eberron is strewn with the ruins of former civilizations. At these sites, explorer-adventurers can delve into the mysteries of the past. The adventure locations you choose can affect the tone and flavor of your campaign (see "Flavors of Fantasy" in the *Dungeon Master's Guide*), as well as determine the kinds of ancient relics characters might unearth in their expeditions.

Age of Demons

The Age of Demons is shrouded in myth, and explorers rarely find ruins from that ancient era. But a few sites remain, particularly in the Demon Wastes and Q'barra, kept relatively intact by the powerful magic of the Fiends who built them or preserved by an archfiend overlord imprisoned beneath them. Adventurers who dare to explore such a site must beware releasing bound Fiends.

The ruins from the Age of Demons are fitting for supernatural horror adventures. The relics and treasures the characters unearth appear evil and grotesque, and the truths they learn about Eberron's most ancient history might disturb them deeply. In addition, they likely face nightmarish foes, potentially even including a fiendish overlord, as detailed in *Eberron: Rising from the Last War*. The Lords of Dust are particularly important antagonists in the Demon Wastes.

Use the Age of Demons Finds table to describe an art object, magic item, or historical curiosity the characters discover on their expeditions into these ancient ruins.

Age of Demons Finds

1d12	Item
1	A statuette of a demonic frog-like figure made of an unknown, slimy substance
2	A dagger with a jagged blade whose handle squirms when held
3	A jeweled box that screams when opened
4	A circlet or necklace with prongs that bite into the skin when it's worn
5	A plain metal ring that causes its wearer to hear incessant, unintelligible whispers
6	An amulet or figurine covered with a sickly-looking lichen that feels cold to the touch
7	A piece of jewelry set with a translucent gemstone; an indistinct shape inside the gem moves at random
8	A weapon made from dark metal that dims the light immediately surrounding it
9	A die made of petrified bone with mysterious glyphs on the faces
10	Glass bangles of shifting colors that make no sound striking against each other
11	A metal scepter topped with a monstrous head much denser than the rest of the scepter, which makes it unbalanced
12	A medallion or sculpture depicting a Fiend locked in battle with a Celestial or Dragon

Dhakaan

The Empire of Dhakaan, ruled by hobgoblin kings for thousands of years in Khorvaire's distant past, united several rival nations to create the continent's first significant empire. Its reign was shattered during the Daelkyr War, when armies of mind flayers, beholders, and other Aberrations spewed from Xoriat, the plane of delirium, and launched an overwhelming attack on Khorvaire. Though the Gatekeeper druids ultimately drove the daelkyr back and held them in check, the war so destabilized the Dhakaani Empire that it soon collapsed.

Ruins of cities and fortifications built during the Dhakaani Empire dot Khorvaire, especially in the southwest—in modern Droaam, Breland, Zilargo, and Darguun—as well as Valenar and the Mournland. The war with the daelkyr particularly scarred Droaam; ancient relics there might hold the secrets of daelkyr flesh-warping, Gatekeeper planar spells, or the military magic of the Dhakaani.

Expeditions into Dhakaani ruins tend toward heroic fantasy. The dangers lurking there range from ancient traps and Construct guardians crafted by long-dead goblinoids to subterranean monsters that lair in the ruins. Adventures involving the remnants of the Daelkyr War also can incorporate elements of supernatural horror, including hideous monsters descended from the daelkyr's creations.

Ancient sites from the Dhakaani Empire—and the treasures within them—are esteemed by modern-day hobgoblins from Darguun who seek to revive the empire. Explorers in these ruins often must contend with goblinoid rivals who regard Dhakaani antiquities as rightfully Darguun's. These treasures include armor and weapons, frequently decorated with calligraphy or illustration—or enhanced with brutal spikes or serrated blades.

Khyber

The creation myths of various cultures describe the primordial dragon Eberron restraining and imprisoning the dragon Khyber within her coils. (See "Khyber" in *Eberron: Rising from the Last War* for details.) Whether one takes this myth literally or figuratively, one cannot deny that untold alien worlds exist within the subterranean reaches that bear the imprisoned dragon's name—not just the unfamiliar underground passageways and caverns of the Underdark, but entire demiplanes teeming with monstrous creatures. Neither can one deny that the expanses of Khyber serve as a prison for fiendish overlords, daelkyr, and other powerful evils. These coils also harbor sealed portals connecting to these creatures' native realms.

Expeditions into the depths of Khyber often incorporate elements of supernatural horror, given the pervasive evil of the creatures in these subterranean realms. Thanks to the strange demiplanes embedded within Khyber, these adventures also might cross the streams into alien weirdness: characters could venture into a demiplane resembling Wonderland, Oz, or a postapocalyptic wasteland.

Khyber is a prison realm, and the dragonshards found there relate to binding magic. These crystals are essential components of modern elemental vessels, including airships, Lyrandar galleons, and the lightning rail. Thus, many expeditions into Khyber are prospecting missions for this valuable mineral resource—though such journeys rarely risk delving into the weirdest depths of Khyber. Increasingly, House Tharashk prospectors seek partnerships with academic expeditions into Khyber so they can benefit from scholarly expertise about the realm's bizarre phenomena. Morgrave University, true to its reputation, happily supplies such experts in exchange for a cut of the substantial profits.

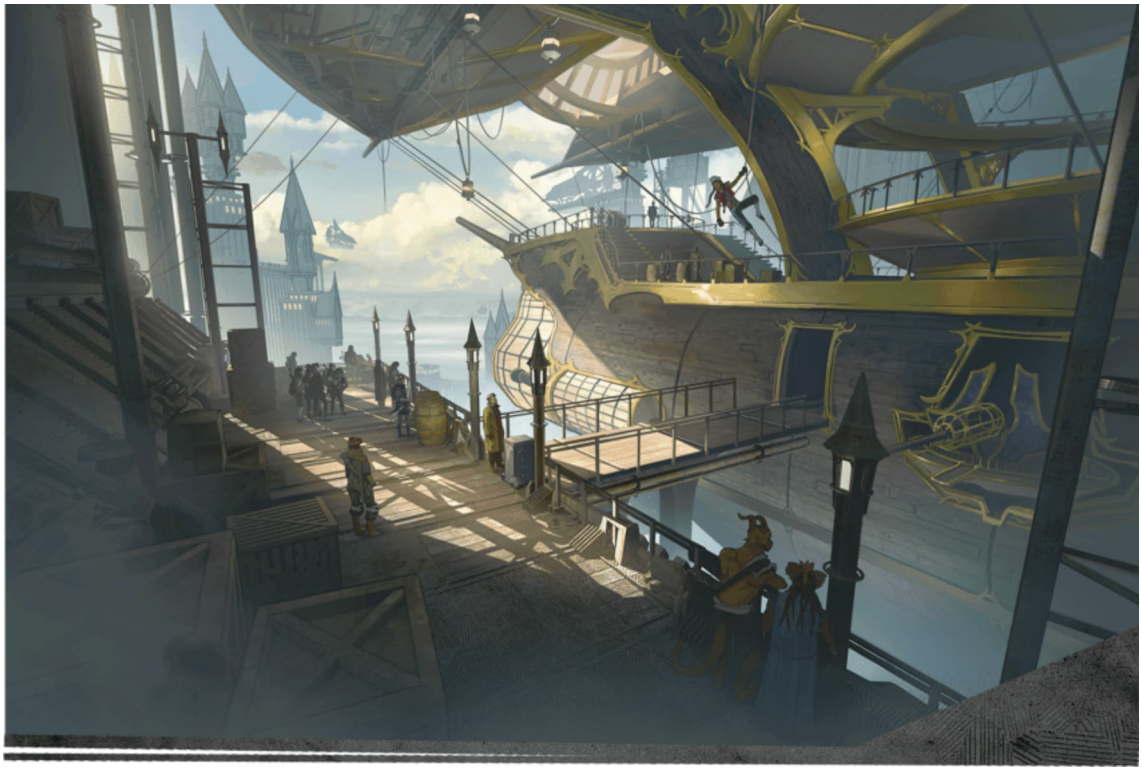
Aside from assisting in such profit-driven expeditions, Morgrave University doesn't often sponsor independent missions into Khyber. Such missions rarely bring back physical objects of any scholarly interest or monetary value. Nevertheless, the professors who study Khyber occasionally lead or send expeditions to research such obscure topics as the binding seals of the Gatekeepers, the spacedistorting effects of planar confluence, and the psychological impact of exposure to daelkyr magic.

Xen'drik

Expeditions to Xen'drik remain the core of Morgrave University's archaeological work and the foundation of its reputation—for both good and ill. The school's founder, Lord Lareth ir'Morgrave, was one of the first explorers from Khorvaire to penetrate the interior of Xen'drik and discover ruins from an ancient giant civilization there. Despite the great distance involved, multiple university-sponsored expeditions operate across Xen'drik at any time.

The Age of Giants left numerous ruins strewn across Xen'drik's landscape. But the continent hides its secrets from explorers, as if the relics of the ancient giants weren't meant for the eyes of prying adventurers. No one knows better than the scholars of Morgrave University how to circumvent those barriers and plunder the continent's troves of both knowledge and wealth.

ARTIST: CULLEN COLE



ELEMENTAL AIRSHIPS AID ARCHAEOLOGICAL EXPEDITIONS TO DISTANT LANDS

Journeys to Xen'drik

A voyage from Sharn to Stormreach—the most accessible settlement in Xen'drik, used as a launch point for most expeditions into the interior—involves traveling about fifteen hundred miles by sea through the perilous Straits of Shargon. The university typically hires a Sailing Ship (or occasionally a Lyrandar galleon) to carry passengers and supplies to Stormreach, then back again. The expedition members are responsible for refreshing their supplies in Stormreach and journeying to their destination on foot.

A Lyrandar airship can bypass the dangers of the sea voyage and cover the distance faster, but the Straits of Shargon are known for brutal storms. An expedition can save considerable time by using a House Orien ***Teleportation Circle*** to get to Stormreach, at the cost of having to purchase supplies and perhaps other transportation options in Xen'drik, where prices are often inflated. The Xen'drik Journeys table summarizes these options.

Xen'drik Journeys

Transport	Cost	Time
Sailing Ship	150 GP/person	32 days
[Tooltip Not Found]	750 GP/person	7 days
[Tooltip Not Found]	1,500 GP/person	3 days
Teleportation Circle	2,500 GP	Instant

Using the guidelines for travel in the *Dungeon Master's Guide*, you can think about a sea voyage to Xen'drik in three stages:

Sharn to Shargon's Teeth islands (500 miles)
Through Shargon's Teeth (375 miles)
To Stormreach (625 miles)
In the first stage, characters might face storms, shifting winds, or other environmental hazards that can extend the journey, perhaps even to the point where supplies begin to run low.

The most common challenge in the second stage involves a confrontation with sahuagin that dwell in the waters around Shargon's Teeth. Some sahuagin bands prove hostile to all travelers, while others sell their services as guides and lead ships through the hard-to-navigate waterways. Successfully completing this stage of the journey might involve combat, careful negotiation, or both.

The third and longest stage might involve encounters with unexpected monsters—from a **Giant Crab** to a **Kraken** —living in the seas or on small islands.

Drow of Xen'drik

Within the cyclopean ruins of Xen'drik, drow are the self-proclaimed inheritors of the Age of Giants. The descendants of elves who were enslaved by giants, drow now dwell in the homes of their former masters, guarding the relics and holy sites that fate has entrusted to them. With a culture based on rebellion, magic, and combat prowess, drow are deadly enemies to any who would attempt to steal or debase the history of Xen'drik.

Most drow of Xen'drik worship a fierce scorpion-god called Vulkoor. Some theologians of the Sovereign Host and the Dark Six believe Vulkoor to be an aspect of the Mockery (see *Eberron: Rising from the Last War*), but the Vulkoori drow show no partiality to the followers of the Mockery or any other god but their own. In imitation of their arachnid god, Vulkoori wear plates of scorpion chitin sewn to leather straps and sheaths. They tattoo their flesh using scorpion venom that leaves white scars on their skin.

Vulkoori Stingblade. Vulkoori drow warriors coat their weapons with the same deadly scorpion venom they use to tattoo their skin. Thanks to their extensive use of poison, they are resistant to the scorpion venom's full effects.

Vulkoori Venom Priest. Vulkoori venom priests delight in inflicting suffering through poison. Their weaponry and magic are carefully crafted to evoke the presence of the scorpion-god and strike terror into their enemies' hearts.

Umbragen Shadow Walker. Umbragen drow are the descendants of drow who fled the giants and found refuge underground. For countless generations, they have lived in the lightless caverns of Khyber. There, they tapped into a mysterious magical shadow they called the Umbra. Though some have emerged to haunt the surface in the wake of the giant empire's fall, they retain a spiritual and physical connection to the darkness below. Umbragen shadow walkers weave shadow magic to confound foes.

ARTIST: JORDAN KERBOW

VULKOORI AND UMBRAGEN DROW BATTLE IN A CAVERN FILLED WITH MYSTERIES

Wonders of Xen'drik

Huge expanses of Xen'drik remain completely unexplored, and even the Skyfall Peninsula outside Stormreach is still wilderness. Most known ruins and important sites in Xen'drik lie in the northern region; the exact locations of most sites beyond the peninsula seem like mere speculation. Sites near Stormreach, built in the midst of a ruined giant city, have become the best-known ruins in Xen'drik.

Bazek Mohl. Ancient giants built their so-called "City of Shadows" underground, in a manifest zone linked to the plane of Mabar, the realm of eternal night. The only indication on the surface of the city's presence far below is a toppled tower in the jungle, its shattered walls of purplish granite infused with shadow magic. Ancient texts in the archives of House Phiarlan suggest a connection between the ancestors of that house and Bazek Mohl, leading scholars to believe that the Mark of Shadow might relate to the shadow magic of this place.

Mel-Aqat. For many years, people considered Mel-Aqat mere legend. Mentioned in a variety of ancient texts, this site was supposedly the prison for a mighty fiendish overlord. Until only a few years ago, most scholars had abandoned hope of finding it. Then it was unearthed by a group of adventurers led by the scholar Janik Martell. Fiendish power suffuses the ruins, but Celestial forces are at work there as well, and the Church of the Silver Flame is interested in supporting further expeditions there.

Obsidian City. The Obsidian City is a ruined giant city now inhabited by a group of drow called the Sulatar ("firebinders"). It lies at least eight hundred miles upriver from Stormreach.

Pra'xirek. Pra'xirek is a ruined giant city near one of the heads (sources) of the Hydra—the great sound that divides the Skyfall Peninsula from the rest of the continent. Two groups of giants still inhabit the ruins, as does a group of drow.

Pyramid of Ebon Flame. The Pyramid of Ebon Flame is one of several scattered creations of the giant wizard-king Addis-Ro, a necromancer who experimented with powers drawn from the depths of Khyber. This huge monolith formed of unbreakable black glass supposedly marks the passage through which the wizard-king journeyed into the deeps.

Ring of Storms. The Ring of Storms, according to legend, was the mountain refuge of a sect of powerful drow spellcasters during the Age of Giants. The fall of an enormous dragonshard from the Ring of Siberys destroyed this sect.

Tharkgun Dhak. A cliffside fortress built by giants in the northern Fangs of Argarak, Tharkgun Dhak is a gateway to the depths of Khyber. Ogres control this site, now infested with Aberrations.

Throne Gate Ruins. Aside from the ruins beneath Stormreach, the Throne Gate Ruins are the closest ruins to the city, about four hundred miles up the Rachi River. This site served as a temple and arcane laboratory at the height of the giant empire.

RACE FOR THE CRAB TEMPLE

An adventure for Level 3 characters

THE
SHARN INQUISITIVE

RIVALS RACE TO WRETCHED RUIN

Not one but two expeditions from Morgrave University launch this week to explore the so-called Crab Temple, discovered last month near Stormreach. Which team will be the first to cross the deadly Straits of Shargon, cut through the jungles of the Skyfall Peninsula, and discover the great crab's secrets?

MORGRAVE EXPEDITION ADVENTURE

This section contains a sample adventure, presented in the same format as those in the *Dungeon Master's Guide*—except that it features the opening situation and hook as an extract from a broadsheet.

Encounters

The characters and their rivals (see "Morgrave Expeditions Conflicts" in this chapter) are competing to reach and explore an ancient ruin in the forest of Xen'drik. The adventure involves a journey to Stormreach, the trek to the Crab Temple, exploration of the site, and then the return trip.

Journey to Stormreach. The university charters a Sailing Ship and a crew to carry the characters to the city of Stormreach and back. You can gloss over this long trip, narrating key details as a sort of travel montage, or you can use the guidance in "Journeys to Xen'drik" in this chapter to structure challenges and encounters during the voyage. For example, the characters might be challenged by sahuagin (one **Sahuagin Priest** and four **Sahuagin Warriors**) as they pass through Shargon's Teeth.

Trek to the Temple. To reach the temple, the party first needs to trek through the jungle to the village of Last Chance (see sidebar), a journey of 250 miles through the coastal terrain around the bay. About halfway there, while the party rests for the night, a group of **Hostile** Undead—five **Skeletons** and five **Zombies**—approaches. The Order of the Emerald Claw (see "Morgrave Expeditions Conflicts" in this chapter) sent them to interfere with the characters' mission. The Undead are soaking wet, having waded ashore from the small ship that brought them and their commander from Stormreach. The ship is long gone by the time the Undead reach the shore and attack the party. The quality of the skeletons' weapons strongly suggests but doesn't prove their link to the Emerald Claw.

LAST CHANCE

The tiny village of Last Chance is a self-sustaining farming community built around a large inn—a joint venture of House Ghallanda and House Jorasco. True to the village's name, the inn provides a last night of comfort and a final opportunity for healing for explorers venturing into the wilds. A halfling named Alask d'Jorasco (Neutral Good, Small Priest) provides healing to visitors and also maintains a small supply of *Potions of Healing*.

The characters can rest and resupply in Last Chance, then head southeast for another 150 miles through forest terrain to the vicinity of the Crab Temple. At the start of each day of this journey, have the party choose a character to make a DC 12 Wisdom (**Survival**) check using Navigator's Tools. On a failed check, the party gets off course, makes no progress that day, and encounters a group of Hostile drow; roll on the Jungle Mishaps table to determine the encounter (Vulkoori drow appear earlier in this chapter).

Jungle Mishaps

1d8	Encounter
1–3	Four **Vulkoori Stingblades**
4–5	One **Vulkoori Venom Priest** and two Vulkoori Stingblades
6–7	Three Vulkoori Stingblades and one **Giant Scorpion**
8	One **Scout Captain**, one Vulkoori Venom Priest, and four Vulkoori Stingblades (all drow) just starting a battle against the party's rivals

Once the party has traveled 144 miles from Last Chance (6 days of successful checks at a Normal pace, or 8 days at a Slow pace), instead have each character make a daily DC 16 Wisdom (**Perception**) check to find signs of the Crab Temple's location. On any day where no character succeeds on this check, they have another encounter from the Jungle Mishaps table. (Reroll a repeated result of 8 on the table.) After 3 days where at least one character succeeded on this check, the party at last discovers the Crab Temple.

Racing Rivals. The party's rivals more or less keep pace with them through most of the journey. You might give the characters a chance to interact with their rivals in Stormreach, in Last Chance, or in the jungle (particularly if you roll an 8 on the Jungle Mishaps table). Depending on how these interactions go, you can decide whether the rivals reach the temple before or after the characters, or perhaps fail in their mission entirely. Or you can assume that the rivals find the temple 11 days after leaving Last Chance, and compare that to the time the party spends to determine who wins the race.

Crab Temple. The temple is a partially flooded ruin crafted by drow shortly after the fall of the empire of giants. Its name comes from a statue of a humanoid figure outside the ruins; someone removed the statue's head at one point, and a large crab's shell became lodged on its shoulders. Use the Dragon's Lair map in the *Dungeon Master's Guide* to represent the temple. (The statue on a dais in the northeast corner of the ruins gives the temple its name.) The temple rises slightly out of a lake, so everything below level 1 is submerged, including the stairs leading down to level 2.

Ruin Denizens. A band of kuo-toa (one **Kuo-toa Monitor**, two **Kuo-toa Whips**, and five **Kuo-toa**) inhabits level 2 of the ruin. They swim quickly to level 1 and initiate combat if anything disturbs the water at the top of the stairs.

Plundering the Ruins. By diving into the lower levels of the temple, the characters can find abundant ancient relics to make their expedition a success:

10 PP, 100 GP
Iridescent conch shell, carved with Giant runes, that echoes with the sounds of a maelstrom (worth 250 GP)
Giant-size gold ring set with turquoise (worth 250 GP)
Waterproof case holding a ***Periapt of Wound Closure***, a ***Pot of Awakening***, and a ***Spell Scroll*** of ***Tasha's Hideous Laughter***
Optional: Temple Depths. You can add this encounter in level 3 of the ruins if the characters can cooperate with their rivals to overcome it. In this case, the rivals come prepared with ***Potions of Water Breathing*** for themselves and have enough extra to share with the party (for a price). On the bottom level of the ruin, the combined parties encounter a **Kuo-toa**

Archpriest, two **Kuo-toa**, and four **Giant Crabs**. For this option, provide an additional treasure on this level: a ***Mace of Terror*** or another relic from ancient Xen'drik that might serve as a bone of contention between the characters and their rivals (or the Order of the Emerald Claw) in a later adventure. It could also presage the involvement of the Lords of Dust later in the campaign.

Emerald Claw Commander

Medium or Small Humanoid, Lawful Evil

AC 20 **Initiative** +2 (12)

HP 78 (12d8 + 24)

Speed 30 ft.

Ability	Score	Mod	Save
Str	18	+4	+4
Dex	11	+0	+0
Con	15	+2	+4

Ability	Score	Mod	Save
Int	15	+2	+2
Wis	12	+1	+3
Cha	14	+2	+2

Skills **Athletics** +6, **Intimidation** +4, **Perception** +3

Gear **Flail**, **Javelins** (5), **Plate Armor**, Shield

Senses Passive Perception 13

Languages Common, Dwarvish

CR 4 (XP 1,100; PB +2)

Traits

Aura of Authority. While in a 30-foot Emanation originating from the commander, the commander and its allies have Advantage on attack rolls and saving throws, provided the commander doesn't have the **Incapacitated** condition.

Actions

Multiattack. The commander makes two attacks, using Flail or Javelin in any combination.

Flail. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage—plus 7 (2d6) Necrotic damage if the commander is **Bloodied**—and the target has Disadvantage on its next attack roll before the start of the commander's next turn.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 7 (1d6 + 4) Piercing damage—plus 7 (2d6) Necrotic damage if the commander is Bloodied.

Emerald Claw Knight

Medium or Small Humanoid, Lawful Evil

AC 18 **Initiative** +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

Ability	Score	Mod	Save
Str	17	+3	+3
Dex	11	+0	+0
Con	14	+2	+2

Ability	Score	Mod	Save
Int	13	+1	+1
Wis	10	+0	+2
Cha	13	+1	+1

Skills **Athletics** +5, **Perception** +2

Gear **Chain Mail**, **Flail**, **Javelins** (5), **Shield**

Senses Passive Perception 12

Languages Common, Dwarvish

CR 2 (XP 450; PB +2)

Actions

Multiattack. The knight makes two attacks, using Flail or Javelin in any combination.

Flail. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage—plus 4 (1d8) Necrotic damage if the knight is **Bloodied**—and the target has Disadvantage on its next attack roll before the start of the knight's next turn.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage—plus 4 (1d8) Necrotic damage if the knight is Bloodied.

Vulkoori Stingblade

Medium Humanoid (Elf), Neutral

AC 14 **Initiative** +4 (14)

HP 27 (6d8)

Speed 30 ft.

Ability	Score	Mod	Save
Str	11	+0	+0
Dex	15	+2	+4
Con	10	+0	+0

Ability	Score	Mod	Save
Int	11	+0	+0
Wis	12	+1	+1
Cha	12	+1	+1

Skills **Perception** +3, **Stealth** +4

Resistances Poison

Gear **Shortsword**, **Studded Leather Armor**

Senses **Darkvision** 120 ft.; Passive Perception 13

Languages Common, Elvish, Giant

CR 1/2 (XP 100; PB +2)

Traits

Fey Ancestry. Magic can't put the stingblade to sleep.

Actions

Stingblade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage.

Boomerang. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 7 (2d4 + 2) Bludgeoning damage.

Vulkoori Venom Priest

Medium Humanoid (Elf), Neutral Evil

AC 15 **Initiative** +3 (13)

HP 44 (8d8 + 8)

Speed 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	16	+3	+3
Con	12	+1	+3

Ability	Score	Mod	Save
Int	10	+0	+0
Wis	16	+3	+5
Cha	13	+1	+1

Skills **Perception** +5, **Religion** +2, **Stealth** +5

Resistances Poison

Gear Holy Symbol, Quarterstaff, Studded Leather Armor

Senses Darkvision 120 ft.; Passive Perception 15

Languages Common, Elvish, Giant

CR 2 (XP 450; PB +2)

Traits

Fey Ancestry. Magic can't put the priest to sleep.

Actions

Venom Staff. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, and the target has the **Poisoned** condition until the end of the priest's next turn.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At Will: ***Dancing Lights***, ***Ray of Sickness***, ***Thaumaturgy***

1/Day Each: ***Cure Wounds***, ***Hold Person***, ***Protection from Poison***

Bonus Actions

Intensify Poison. Each creature with the **Poisoned** condition within a 30-foot Emanation originating from the priest takes 3 (1d6) Poison damage.

Umbragen Shadow Walker

Medium Humanoid (Elf), Neutral

AC 14 **Initiative** +4 (14)

HP 162 (25d8 + 50)

Speed 30 ft.

Ability	Score	Mod	Save
Str	12	+1	+1
Dex	19	+4	+8
Con	14	+2	+2

Ability	Score	Mod	Save
Int	13	+1	+1
Wis	15	+2	+6
Cha	20	+5	+5

Skills Arcana +5, Perception +6, Stealth +8

Vulnerabilities Radiant

Senses Darkvision 120 ft.; Passive Perception 16

Languages Common, Elvish, Undercommon

CR 9 (XP 5,000; PB +4)

Traits

Fey Ancestry. Magic can't put the shadow walker to sleep.

Sunlight Sensitivity. While in sunlight, the shadow walker has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The shadow walker makes three Gloom Burst attacks and uses Shadow Cowl.

Gloom Burst. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 14 (2d8 + 5) Psychic damage.

Shadow Cowl. *Wisdom Saving Throw:* DC 17, one creature the shadow walker can see within 120 feet. *Failure:* 14 (4d6) Necrotic damage, and the target has the **Blinded** condition until the start of the shadow walker's next turn.

Spellcasting. The shadow walker casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: ***Dancing Lights***, ***Darkness***, ***Minor Illusion***

Bonus Actions

Draining Teleport. While in **Dim Light** or **Darkness**, the shadow walker teleports up to 60 feet to a space it can see that is also in Dim Light or Darkness. *Constitution Saving Throw:* DC 17, each creature in a 5-foot Emanation originating from the shadow walker at its destination space. *Failure:* 9 (2d8) Necrotic damage.

CHAPTER 07

ELEMENTAL AIRSHIPS

ARTIST: DAVE SARABIA

CONFLICT BETWEEN HOUSES ESCALATES TO THE SKIES AS ELEMENTAL AIRSHIPS JOIN IN BATTLE

DURING THE LAST WAR AND IN ITS WAKE, ARTIFICERS ACROSS KHORVAIRE MADE MANY MAGICAL AND MECHANICAL ADVANCES—BUT NONE QUITE AS IMPRESSIVE AS THE elemental airship. With its intricately carved soarwood hull and distinctive ring of elemental energy, the airship is the most advanced elemental-powered vehicle in all Khorvaire.

The first airships appeared only a handful of years ago, the product of a collaboration between the workshops of House Cannith, dragonmarked heirs of House Lyrandar, and elemental binders in Zilargo. Only a dragonmarked heir with the Mark of Storm can easily use an airship's magical helm to control the elemental bound to the vessel and pilot the ship, so House

Lyrandar maintains a monopoly on airship travel and services. Some cunning inventors seek to develop ways to undermine House Lyrandar's control of the skies, but for now, adventurers look to Lyrandar airships as the foremost means of transcontinental travel.

OPERATING AN AIRSHIP

Whether hiring a means of overland travel or seeking to take a crew of their own to the skies, characters are likely to encounter elemental airships during their adventures in Eberron. Supplementing the rules for vehicles in the *Player's Handbook*, this section details rules for handling airships. The rules for specific ships appear later in this chapter.

Crew Members and Stations

The standard crew of an elemental airship consists of one captain, one pilot, and one or more additional crew members to operate the ship's other systems.

Each crew member is assigned by the captain to operate one of the ship's systems at a crew station: either the Helm described below or a station detailed in the ship's description. Each crew station has its own Armor Class and Hit Points separate from the airship. If a crew station is reduced to 0 Hit Points, it becomes inoperable, and crew members can no longer access any of its actions. If a crew station is the target of the ***Dispel Magic*** spell, it becomes inoperable for 1 minute.

Some crew stations may require the crew member operating it to have a specific dragonmark. Other stations don't require them but afford benefits if their operators bear certain dragonmarks. This represents a dragonmarked crew member channeling their unique talents to bolster a ship's abilities.

Every airship has the following crew station.

Helm

Small Object

Armor Class: 15 **Hit Points:** 20

Drive (Requires Mark of Storm). The ship moves up to its Fly Speed in any direction.

Shift Engine (Requires Mark of Storm). The ship's elemental core is suppressed or reengaged.

The helm of an airship consists of a specialized wheel, levers, and other controls. One creature can operate this station at a time.

The pilot (the crew member operating an airship's Helm) must have the Mark of Storm to interface with the controls. While operating the Helm, a crew member can take the station's Drive and Shift Engine actions.

Tilt and Roll. When taking the Helm's Drive action, a crew member can spend an amount of movement equal to half the ship's Fly Speed to invert the ship on its axis, either turning it upside down or righting it. All creatures and objects on the ship that aren't anchored fall when the ship moves in this way. A creature that succeeds on a DC 15 Dexterity saving throw can grab a fixed object within reach to avoid falling.

Repairs

In addition to the ship repair rules described in the *Player's Handbook*, elemental airships can be repaired in an emergency during travel with specialized means.

If the airship or one of its crew stations has taken damage but has at least 1 Hit Point, a creature can spend 1 hour or more trying to make repairs. The creature making the repairs must be able to reach the damaged area and have 100+ GP of spare parts to make the emergency repairs.

After 1 hour of work, the creature makes a DC 16 Dexterity (**Sleight of Hand**) or Intelligence (**Arcana**) check using **Carpenter's Tools**, **Smith's Tools**, or **Tinker's Tools**. On a successful check, the airship or crew station regains 2d4 + 2 Hit Points and the parts are consumed. If the check fails, the repair can be attempted again using the same replacement parts.

Once an airship or a crew station has regained Hit Points from an emergency repair, it can't do so again until the ship has been docked.

Crashing

When an airship crashes into something, both the ship and the creature or object it strikes take Bludgeoning damage based on the size of the struck target, as shown in the Crash Damage table.

If a ship crashes into a creature or an object of its size or larger, it stops; otherwise, the ship can continue moving if it has any movement left, and whatever it struck moves to the nearest unoccupied space that isn't in the ship's path.

When an airship crashes, each creature on board the airship makes a DC 10 Strength or Dexterity saving throw (creature's choice). On a failed save, a creature takes Bludgeoning damage based on the size of the struck target (as shown in the Crash Damage table) and has the **Prone** condition. On a successful save, a creature takes half as much damage only.

Crash Damage

Size of Creature or Object Struck	Bludgeoning Damage
Medium or smaller	2d10
Large	4d10
Huge	8d10
Gargantuan	16d10

Avoiding a Crash

A creature in the path of a crashing airship makes a DC 15 Dexterity saving throw. On a successful save, the creature moves to the nearest unoccupied space that isn't in the ship's path and takes no damage.

Elemental Engines

Airships are powered by an elemental spirit bound to a core carved from a Khyber dragonshard. This core is placed into a heavily fortified containment chamber connected to an arcane matrix spanning—and powering—the whole ship. When the elemental spirit within the core is activated, its elemental energy flows through the matrix's arteries and the ship's binding struts, forming the distinctive ring attached to every airship. The appearance of a ring depends on the type of elemental spirit bound to the core; for example, a fire elemental spirit generates a blazing ring of orange flames, while an air elemental spirit creates a ring of lightning and occasionally sends jagged lightning bolts streaking across the ship's surface.

Suppressing the Elemental Core

At the command of the airship's pilot, the elemental core can be suppressed, causing the elemental energy to disappear and flow back into the Khyber dragonshard core.

An airship's elemental core and connecting arcane matrix are magical effects. If a section of an airship enters an area of antimagic, such as that produced by the ***Antimagic Field*** spell, the weapons and other services in that section of the ship are inoperable.

If the ship's elemental core enters an area of antimagic, the elemental core is automatically suppressed and can't be reengaged until the core leaves the area of antimagic. If the elemental core is the target of the ***Dispel Magic*** spell, the core is suppressed for 1 minute and can't be reengaged for the duration.

While the elemental core is suppressed, the airship's Fly Speed is reduced to 5 feet, though it can still hover. The airship's Helm is still operable, but crew station actions that require the elemental core can't be used while it is suppressed.

PILOTING WITHOUT A DRAGONMARK

Helming an airship that typically requires a dragonmarked pilot is difficult—but not impossible. At your DM's discretion, you can use the following rules for piloting a ship without a dragonmark.

On its turn, a creature without the Mark of Storm occupying the Helm can attempt to take the Drive or Shift Engine action and make a DC 20 Intelligence (Arcana) or Charisma (Intimidation or Persuasion) check to command the engine's elemental spirit. On a successful check, the action happens. On a failed check, nothing happens, and the creature's action is wasted.

Magic can make an airship's elemental spirit more receptive to commands. Casting *Charm Monster* targeting the elemental spirit gives you Advantage on checks made to command the spirit for the spell's duration. If you instead cast *Dominate Monster* targeting the elemental spirit, any checks you make to command the spirit for the spell's duration automatically succeed. The elemental spirit automatically fails its saving throw against these spells, and you do not need to see the spirit to target it if you're occupying the Helm.

Breaking the Elemental Core

Shattering the core's Khyber dragonshard releases the elemental spirit bound to it. The shard has AC 17; HP 10; and Immunity to Piercing, Poison, Psychic, and Slashing damage. If an airship's elemental core is broken, the ship ceases to move (though it continues to hover if airborne), and crew station actions that require the elemental core are disabled.

To prevent such catastrophic sabotage, most airships keep their elemental cores inside heavily fortified and guarded containment chambers. Each ship has unique protections for its elemental core; one ship might have its core sealed in a trapped adamantine chest inside a hidden room, while another ship might guard its core with an arcane glyph alarm.

Wind Wards

In addition to powering an airship's movement and crew stations, the elemental engine also fuels the wind wards that surround the ship as it travels. These wind wards help provide a comfortable travel atmosphere aboard the ship.

While the wind wards are active, creatures aboard the airship can breathe normally and the deck is free from winds. In addition, creatures on the ship have Advantage on saving throws to avoid being pushed off the deck of the ship, as the wind wards provide a buffer. If the elemental core is suppressed or destroyed, creatures aboard the airship might suffer the effects of high altitude and strong wind (see the *Dungeon Master 's Guide*).

AIRSHIPS IN COMBAT

ARTIST: NOOR RAHMAN

Though few airships are designed for warfare, the skies of Khorvaire are rife with potentially dangerous encounters. The following rules are designed to make aerial combat simple and exciting—whether it's combat between two airships, combat between characters on an airship and one or more flying creatures, or combat between characters and other creatures on the deck of an airship.

Maneuvering an Airship

Maneuvering the ship during combat is the responsibility of the crew member operating the Helm crew station. If the crew member operating the Helm has the **Incapacitated** condition or chooses not to use any of that station's actions, the ship moves up to its Fly Speed in a straight line at the start of the Helm crew member's turn, continuing its last direction of travel.

If no crew is operating the Helm, the ship doesn't move.

Boarding

When one airship moves to within 5 feet of another airship, creatures can move safely from one ship's deck to the other until one of the ships pulls away.

A ship that has enough movement can pull alongside another vessel, deploy a boarding party, and then move away, provided the members of the boarding party took the **Ready** action and positioned themselves so they can move onto the other vessel once it's close enough.

Monster Tactics

Flying monsters such as dragons, rocs, wyverns, and harpies sometimes attack airships—or, more often, the people aboard them. A monster that's looking for food is most likely to try to pick creatures off the deck and carry them away to eat, while a monster that's defending its territory might attack the ship itself, heedless of the people on it. A curious monster might simply land on the deck of an airship to look around, enjoying a brief respite from flying.

If a monster attacks an airship and fails to overcome the airship's damage threshold, the monster knows whether it's likely to ever deal enough damage to cause real harm to the ship. If it can't hurt the ship, it might turn its attention to a crew station or crew members instead.

Characters in Airship Combat

When an airship engages in combat, characters have two options for how to participate in the battle: They can use their own spells, weapons, and other features to join in the battle as they would in any other environment, or they can take up a crew station and wield the ship's armaments and other capabilities.

Some players enjoy the challenge of having new things to do in combat, while others prefer to stick with the familiar options their characters bring to any fight. As DM, learn your players' preferences and try to build encounters that allow players to do what they most enjoy. A Fighter character whose player has no interest in using the ship's armaments might relish the opportunity to repel boarders, while a Wizard could delight in hurling ***Fireball*** spells at an enemy airship. Dragonmarked characters might particularly enjoy crew stations that allow their dragonmarks to shine.

VEHICLE STATISTICS

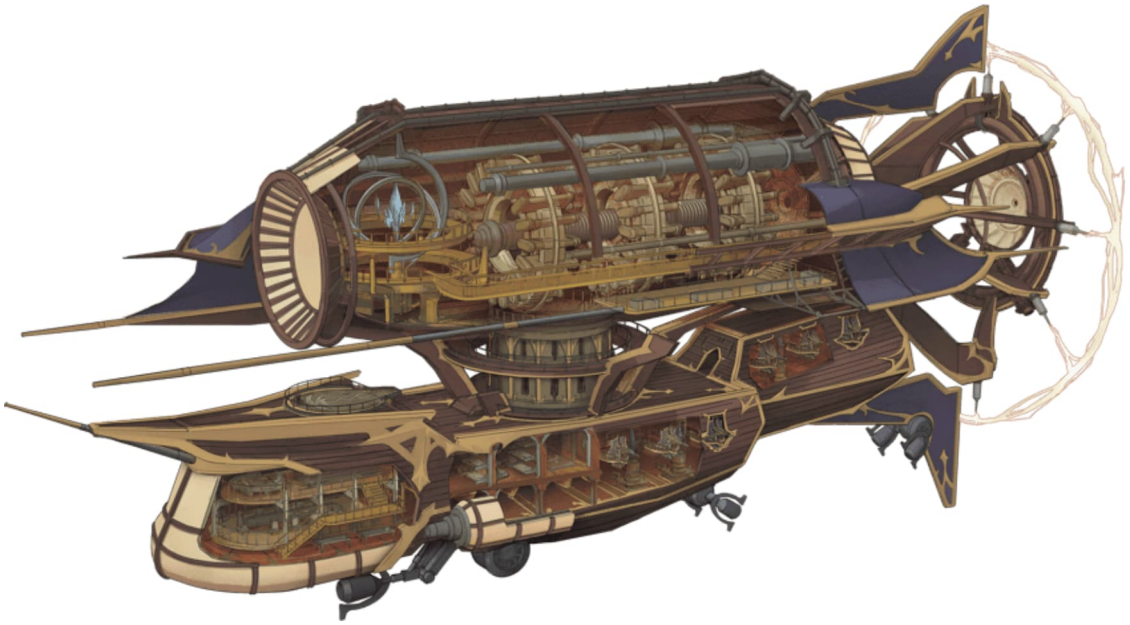
The descriptions of airships in this chapter present the same types of information that appears on the Airborne and Waterborne Vehicles table in the *Player's Handbook*. Refer to that book for details.

Note that airships' speed isn't affected by either wind or water currents. The descriptions here include a speed for overland journeys as well as a tactical speed for use in combat.

Airship crew stations use the same format as siege equipment (see "Siege Equipment" in the *Dungeon Master's Guide*).

LYRANDAR AIR CRUISER

ARTIST: DAVE SARABIA



Haloed by their enormous rings of elemental energy, Lyrandar Air Cruisers cast imposing shadows as they sail through the skies. These airships are the largest and most iconic means of air travel in Khorvaire, ferrying the wealthy and elite across the Five Nations and beyond. Though airships have become marginally more common since their introduction a few years ago, a fully operational air cruiser is still an impressive sight.

Lyrandar Air Cruiser Summary

AC: 16	**Crew:** 10
HP: 600	**Passengers:** 40
Damage Threshold: 20	**Cargo:** 2 tons
Speed: 10 mph (Fly Speed 100 ft. [hover])	**Cost:** 50,000 GP

Crew Stations

In addition to a Helm, a Lyrandar Air Cruiser has the following crew stations.

Lightning Turret (6)

Medium Object

Armor Class: 17 **Hit Points:** 50

Lightning Blast (Requires Elemental Core). *Ranged Attack Roll:* +9, range 80/320 ft. *Hit:* 22 (4d10) Lightning damage.

This turret swivels to shoot lightning blasts and can accommodate up to one Medium creature.

A creature inside the turret has **Three-Quarters Cover** against attacks and other effects that originate outside it. While inside, a creature can take the Lightning Blast action to aim and fire the turret.

Shield Station

Large Object

Armor Class: 15 **Hit Points:** 25

Calibrate (Requires Elemental Core). This action prepares the ship's wind wards to become shields, enabling the Activate Shields action.

Activate Shields (Requires Elemental Core and Calibrate). The ship and its crew stations gain a +5 bonus to AC, and all creatures on the ship's deck have **Half Cover**. These effects last for 1 minute, until this station is destroyed, or until the crew member that took this action loses Concentration or leaves this station.

This station is located on the airship's aft controls and augments the ship's wind wards. It can accommodate up to two Medium creatures.

The crew member operating this station can take the Calibrate action and then take the Activate Shields action. The ship can benefit from only one bonus to AC from a Shield Station at a time.

Mark of Warding. If a creature with the Mark of Warding occupies this crew station, that creature can take the Activate Shields action as a Bonus Action.

LYRANDAR SKYSKIFF

A recent innovation, the Lyrandar Skyskiff is a nimble and compact airship used for short-range travel and rescue missions. When larger airships are marooned in the sky due to elemental engine failures or other malfunctions, crews often enlist a fleet of skyskiffs to tow the marooned ships to a docking tower for maintenance.

Lyrandar Skyskiff Summary

AC: 18	**Crew:** 2
HP: 150	**Passengers:** 2
Damage Threshold: 5	**Cargo:** 1/2 tons
Speed: 7 mph (Fly Speed 70 ft. [hover])	**Cost:** 20,000 GP

Crew Stations

In addition to a Helm, a Lyrandar Skyskiff has the following crew station.

Tow Cable

Small Object

Armor Class: 10 **Hit Points:** 40

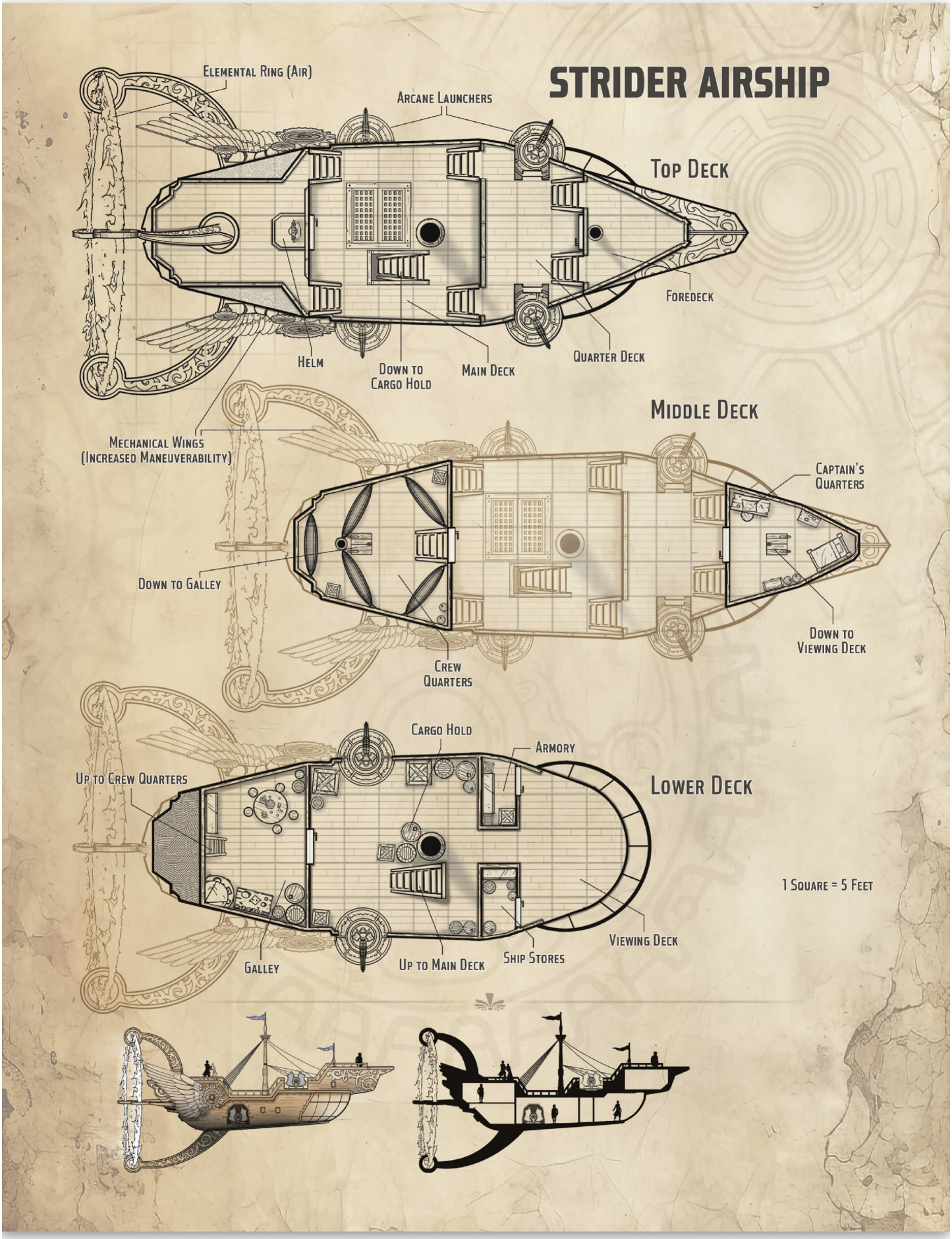
Harpoon. *Ranged Attack Roll:* +6, range 50/100 ft. *Hit:* 5 (2d4) Piercing damage, and the target is harpooned. While harpooned, the target and the ship can't move more than 100 feet away from each other, and if the target is a Medium or smaller creature, it has the **Grappled** condition. The crew member operating this station can release a harpooned target (no action required).

Reel (Requires Elemental Core). A target Grappled by this station's Harpoon is pulled up to 50 feet in a straight line toward the ship.

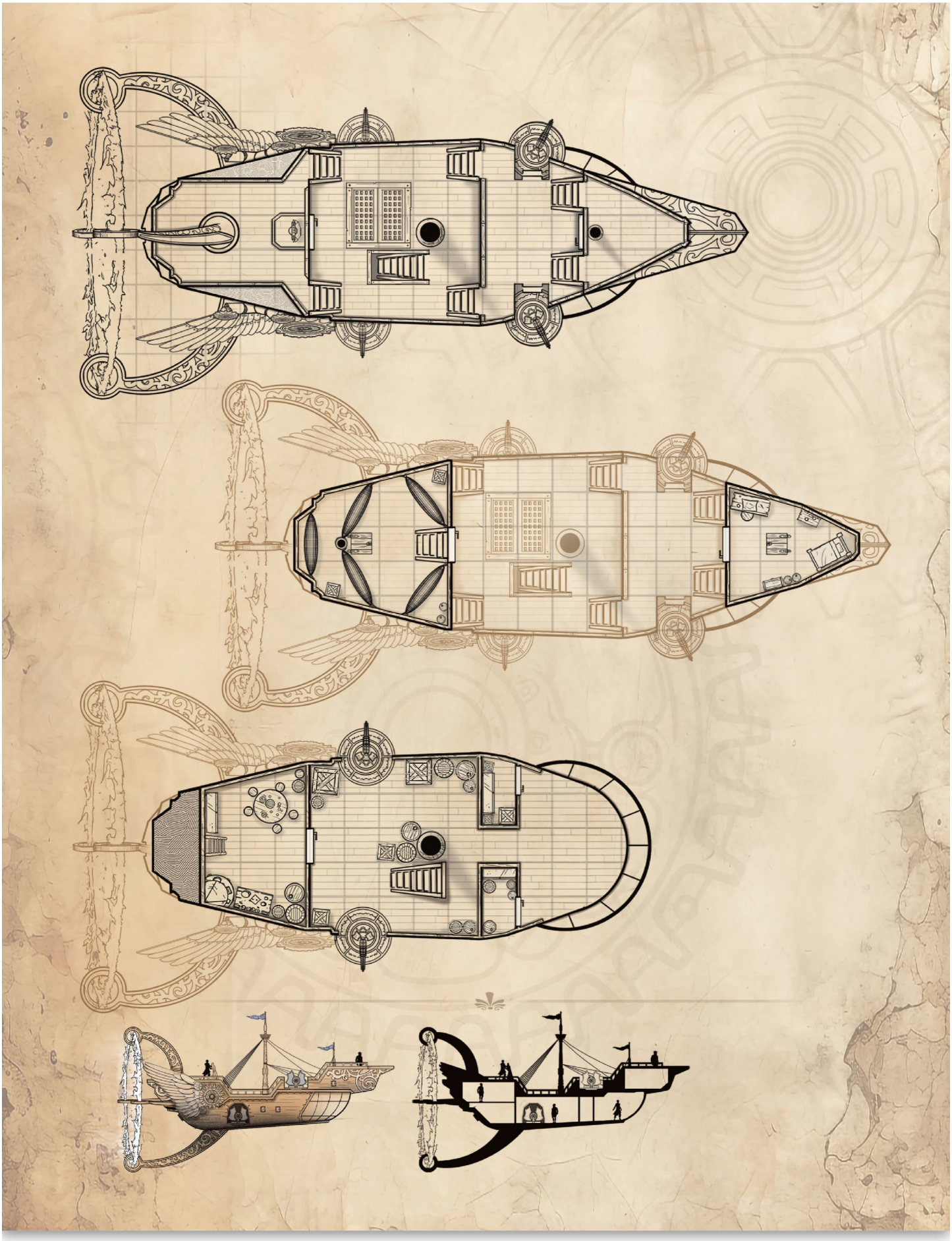
This station consists of a compact grappling hook, reinforced rope, and launcher. One creature can operate this station at a time. The crew member operating this station can take the Harpoon and Reel actions.

STRIDER AIRSHIP

ARTIST: SEAN MACDONALD



STRIDER AIRSHIP MAP(DM-VERSION ABOVE, PLAYER-VERSION BELOW)



The Strider Airship is favored by independent merchants, explorers, and privateers. Larger than a skyskiff but smaller than an air cruiser, these reliable vessels provide ample speed and protection for ferrying cargo across the skies.

Many strider crews take a personal shine to their vessels, modifying stations and adding unique decorative flairs to reflect the crew's composition. One ship might have gold filigree and clockwork wings flanking its hull, while another might have a flaming ballista proudly mounted on its bow.

Strider Airship Summary

AC: 16	**Crew:** 6
HP: 350	**Passengers:** 20
Damage Threshold: 10	**Cargo:** 1 ton
Speed: 8 mph (Fly Speed 80 ft. [hover])	**Cost:** 40,000 GP

Crew Stations

In addition to a Helm, a Strider Airship has the following crew stations.

Arcane Launcher (4)

Medium Object

Armor Class: 17 **Hit Points:** 30

Energy Blast (Requires Elemental Core). *Ranged Attack Roll:* +7, range 100/500 ft. *Hit:* 14 (4d6) Force damage.

This miniature cannon shoots bursts of magical force. A creature operating the Arcane Launcher can take the Energy Blast action to aim and fire the cannon.

UPGRADING AN AIRSHIP

Privateers, adventurers, and wealthy patrons who acquire an airship of their own may upgrade or personalize its capabilities to better suit their needs. This section details how to improve a ship's statistics or add new crew stations to an existing airship.

While an airship is being upgraded, it must remain docked for the duration. If the ship leaves, the work must start over, but you don't need to pay the cost for materials a second time.

Armor Class

Protective runes generate additional wards to protect the ship. With 30 days of work and 15,000 GP worth of raw materials, the ship's Armor Class increases by 1. A ship can receive this upgrade up to five times.

Hit Points

Special alchemical processes infuse a ship's hull with more resilience. With 7 days of work and raw materials equal to one-tenth of the ship's total cost, the ship's Hit Point maximum and current Hit Points both increase by 20. A ship can receive this upgrade up to five times.

Additional Crew Stations

If an airship has the room (at the DM's discretion) and the captain or owner has sufficient funds, new crew stations can be installed on the vessel. Installing a new crew station takes 14 days of work. Replacing an existing crew station with a different one halves the cost of the new crew station. An airship's Helm can't be removed or replaced.

At the DM's discretion, most of the siege equipment shown in the *Dungeon Master's Guide* can also be installed on an airship as a crew station.

Elemental Thrusters (7,500 GP)

Huge Object

Armor Class: 18 **Hit Points:** 20

Boost (Requires Elemental Core). The ship's Fly Speed increases by 50 feet until the start of this crew member's next turn.

This set of metal cylinders connects directly to an airship's arcane matrix, releasing blasts of elemental energy that propel the airship forward. It can accommodate up to one Medium creature.

A creature occupying this station has **Three-Quarters Cover** against attacks and other effects that originate outside it. While inside this station, a crew member can take the Boost action. The ship can benefit from only one increase to Fly Speed from an Elemental Thrusters station at a time.

Mark of Passage. If a creature with the Mark of Passage takes the Boost action, the ship's Fly Speed increases by 100 feet instead.

Repair Clamps (5,000 GP)

Large Object

Armor Class: 20 **Hit Points:** 50

Quick Repair (3/Day; Requires Elemental Core and Mark of Making). The ship regains 2d8 Hit Points.

This station facilitates quick repairs aboard an airship. It can accommodate up to three Medium creatures.

A creature inside the Repair Clamps station has **Half Cover**. A crew member operating an airship's Repair Clamps requires the Mark of Making to interface with the controls. While operating the Repair Clamps, a crew member can take the Quick Repair action.

Sky Veil (15,000 GP)

Medium Object

Armor Class: 15 **Hit Points:** 25

Charge (Requires Elemental Core). A crew member must expend one level 1+ spell slot to charge the Sky Veil.

Cloak (Requires Elemental Core and Charge). The ship has the **Invisible** condition, and while on board it, creatures are also **Invisible**. These effects last for 1 hour, until this station is destroyed, or until the crew member that took this action loses Concentration or leaves this station.

This marvel of arcane engineering sits on the prow of an airship and channels powerful illusion magic to allow a ship and its passengers to pass undetected. It can accommodate up to one Medium creature. The crew member operating this station can take the Charge action and then take the Cloak action.

Mark of Shadows. If a creature with the Mark of Shadows occupies this crew station, that creature can take the Cloak action as a Bonus Action.

JOURNEYS IN THE SKIES

Traveling across the continent in an airship is different—but no less thrilling—than trekking overland. This section builds on the travel rules in the *Dungeon Master's Guide* to help make airship journeys more dynamic.

Travel Pace

Airships (like other vehicles) use their speed in miles per hour to determine their rate of travel, so characters traveling in an airship don't choose a travel pace. An airship's crew determines how many hours per day the ship can travel; the ship's pilot is subject to the rules for extended travel (beyond 8 hours per day) in the *Dungeon Master's Guide*. Commercial airships often have two or even three pilots, allowing the ship to make progress for more than 8 hours per day.

Airships are unaffected by travel terrain, but when traveling through areas of heavy precipitation, the airship travels at half the normal speed.

Aerial Challenges

One of the great advantages of airship travel is that it isn't subject to many of the challenges and obstacles that interfere with travel on the ground. House Orien was sorely hampered by the collapse of the bridge connecting Thaliost and Rekkenmark, and then the devastation of Cyre in the Mourning; it is impossible for the lightning rail to get from Thrane or Breland to Karrnath and other points west, and nearly impossible for carts or mounts to cross the dual barriers of Scions Sound and the Mournland. Airships, by contrast, soar across the sound with ease and can cross the Mournland at significantly less risk than travelers face on land.

That said, airship journeys aren't without their challenges, which might include encounters, navigation, weather hazards, and searches.

Encounters

Airships may encounter all sorts of flying monsters, environmental effects, or other vessels during their journeys.

Encounter Distance. The tremendous range of visibility under clear conditions on an airship journey means that an encounter can occur at great distances, allowing characters and crews to prepare for combat, seek to make friendly contact, or evade encounters in the sky. The Airship Travel Conditions table shows typical encounter distances for different sky conditions.

Airship Travel Conditions

Conditions	Encounter Distance	Navigation DC
Day, clear skies	1,000 ft.	10
Day, light precipitation	500 ft.	13
Day, heavy precipitation	250 ft.	15
Night, clear skies	500 ft.	10
Night, light precipitation	250 ft.	15
Night, heavy precipitation	6d6 × 10 ft.	20

Encounters at 250 feet or more might stretch the definition of an encounter. Bear in mind the range at which most spells and weapons are effective:

250 feet is long range for a Ballista and most Ranged weapons and beyond the range of most spells.

500 feet is long range for a Mangonel or a **Longbow** and beyond the range of most Ranged weapons.

1,000 feet is long range for a Cannon and beyond the range of most siege equipment and crew stations.

The *Dungeon Master's Guide* includes suggestions for tracking distances between creatures (or airships) when an encounter begins at very long range. It's often best to wait until the two parties in an encounter are closer together before rolling Initiative for individual creatures; in the meantime, let the whole ship and its crew act at once, taking turns with whatever the ship encounters.

Random Encounters. You may use the following table to generate random encounters as adventurers navigate the skies.

Airborne Encounters

1d10	Encounter
1	A gleaming Lyrandar Air Cruiser helmed by a Friendly but pompous **Noble Prodigy** or **Lyrandar Scion** (described in chapter 5)
2	A Strider Airship with a Hostile crew of 2d4 **Pirates** and one **Pirate Captain**
3	2d6 Lyrandar Skyskiffs gathered for a race; the ships' pilots are Indifferent but disgruntled toward anyone who interrupts their activities
4	A derelict Lyrandar Air Cruiser, stranded in the sky after its engine's elemental core shattered
5	1d4 **Air Elementals** making cloud sculptures
6	2d6 **Griffons** defending their territory
7	Two **Sphinxes of Secrets**, trying to figure out how the airship flies
8	Three **Wyverns** hunting for prey
9	A flock of 2d4 **Perytons** hiding in a cloud, waiting to ambush unsuspecting travelers
10	One **Roc** looking for food to carry to its nest

Navigation

Guiding an airship through the sky is often as difficult as charting an oceangoing vessel's journey across the seas. Seasoned airship captains know how to use a combination of maps and other navigational tools, the moons' and stars' positions, and the bird's-eye view of the landscape to ensure their vessel stays its course. Even so, inclement weather interferes with vision, and distinguishing landmarks from high in the air isn't always easy.

When an airship is at risk of getting lost—such as when traveling through dense fog or over unfamiliar land—the crew member operating the ship's Helm makes a Wisdom (**Survival**) check; the DC for this check is determined by the Airship Travel Conditions table. Another crew member who has proficiency in the **Survival** skill can take the **Help** action to assist this check as normal.

On a failed check, the ship goes off course. The DM decides what the final consequences of this are, but at base, the airship's journey is extended by 1d4 days.

Weather Hazards

With no terrain obstacles to worry about, the most significant obstacles in airship travel are environmental effects caused by weather. The Environmental Hazards table suggests obstacles an airship might have to overcome.

Environmental Hazards

1d4	Encounter
1	The airship experiences rough turbulence. Each creature aboard the ship must succeed on a DC 10 Constitution saving throw or have the **Poisoned** condition for 1d4 hours due to motion sickness.
2	The airship travels at extreme altitudes for 1d4 hours. During this time, the ship is in an area of extreme cold (see "Environmental Effects" in the *Dungeon Master's Guide*) and reduced gravity: creatures' and objects' weights are halved, and creatures' High Jump and Long Jump distances are doubled.
3	The airship passes through a lightning storm, which takes 1d4 hours. During this time, the area around the ship is **Heavily Obscured**, and any creature that starts its turn on the ship's deck must succeed on a DC 10 Dexterity saving throw or be struck by lightning and take 4 (1d8) Lightning damage.
4	The airship enters an area of strong wind (see "Environmental Effects" in the *Dungeon Master's Guide*), which lasts for 1d4 hours. When the ship first enters this area, the crew member operating the ship's Helm must succeed on a DC 15 Constitution saving throw, or the ship inverts.

Searches

As with a journey on the ground, sometimes characters spend part of their journey searching for something—usually something on the ground. When characters are searching the ground from the air, use the Search DC for the terrain on the ground from the Travel Terrain table in the *Dungeon Master's Guide*, but feel free to give characters Advantage on Wisdom (**Perception**) checks if their aerial vantage point makes it easier for them to see what they're looking for.

APPENDIX

MAGIC ITEMS

ARTIST: LEROY STEINMANN

Magic items are presented in alphabetical order.

BOOTS OF THE WINDING PATH

Wondrous Item, Uncommon (Requires Attunement)

While wearing these boots, you can take a Bonus Action to teleport up to 15 feet to an unoccupied space you can see. You must have occupied that space at some point during the current turn.

DAZZLING WEAPON

Weapon (Any Simple or Martial), Rare (Requires Attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, you can take a Bonus Action to cause it to shed **Bright Light** in a 30-foot radius and **Dim Light** for an additional 30 feet. You can extinguish the light as a Bonus Action.

The weapon has 4 charges. You can take a Reaction immediately after being hit by an attack roll to expend 1 of the weapon's charges and force the attacker to make a DC 15 Constitution saving throw. On a failed save, the attacker has the **Blinded** condition until the end of its next turn. The weapon regains 1d4 expended charges daily at dawn.

HELM OF AWARENESS

Wondrous Item, Uncommon

While wearing this helmet, you have Advantage on Initiative rolls.

MANIFOLD TOOL

Wondrous Item, Common (Requires Attunement)

This tool takes the form of a wrench, a screwdriver, or another basic tool. As a Magic action, you can touch the item and transform it into a type of Artisan's Tools of your choice. Whatever form the tool takes, you have proficiency with it when you use it.

MIND SHARPENER

Ring, Uncommon (Requires Attunement)

The item has 4 charges. When you fail a Constitution saving throw to maintain **Concentration**, you can take a Reaction and expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

REPEATING SHOT

Weapon (Any Simple or Martial with the Ammunition Property), Uncommon (Requires Attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the **Loading** property if it has that property.

If the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when the wielder makes a ranged attack roll with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

REPULSION SHIELD

Armor (Shield), Uncommon

You gain a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, when a Large or smaller creature within 5 feet of you hits you with a melee attack roll, you can take a Reaction to expend 1 of the shield's charges and push the attacker up to 15 feet straight away. The shield regains 1d4 expended charges daily at dawn.

RETURNING WEAPON

Weapon (Any Simple or Martial with the Thrown Property), Uncommon

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to your hand immediately after you use it to make a ranged attack roll.

SPELL-REFUELING RING

Ring, Uncommon (Requires Attunement by a Spellcaster)

While wearing this ring, you can recover one expended spell slot as a Bonus Action. The recovered slot can be of level 3 or lower. Once used, the ring can't be used again until the next dawn.

APPENDIX: ART OF EBERRON

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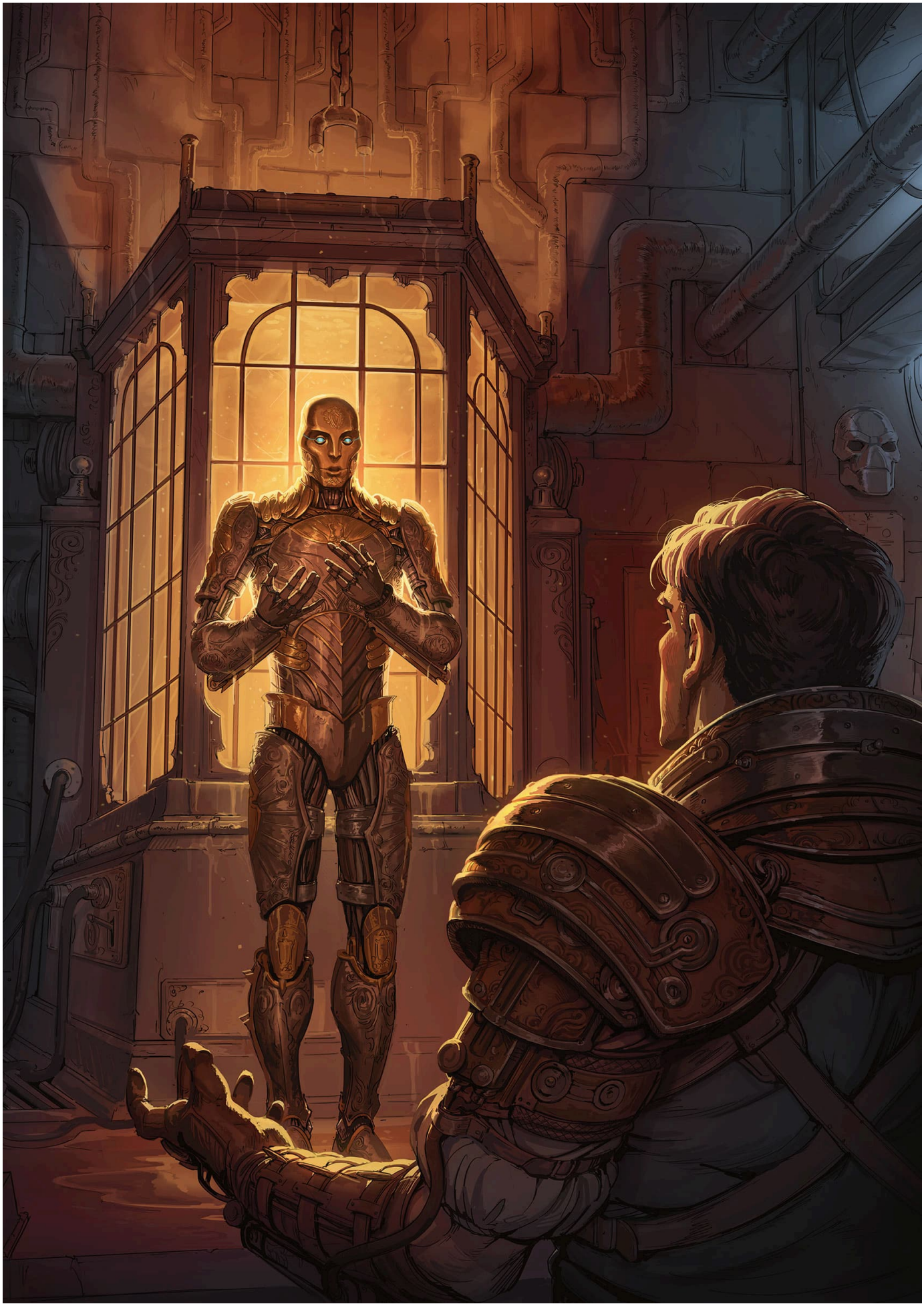
ARTIST: MICHAEL BROUSSARD

ARTIST: PATRICK GAÑAS

ARTIST: LEROY STEINMANN



ARTIST: KIINO

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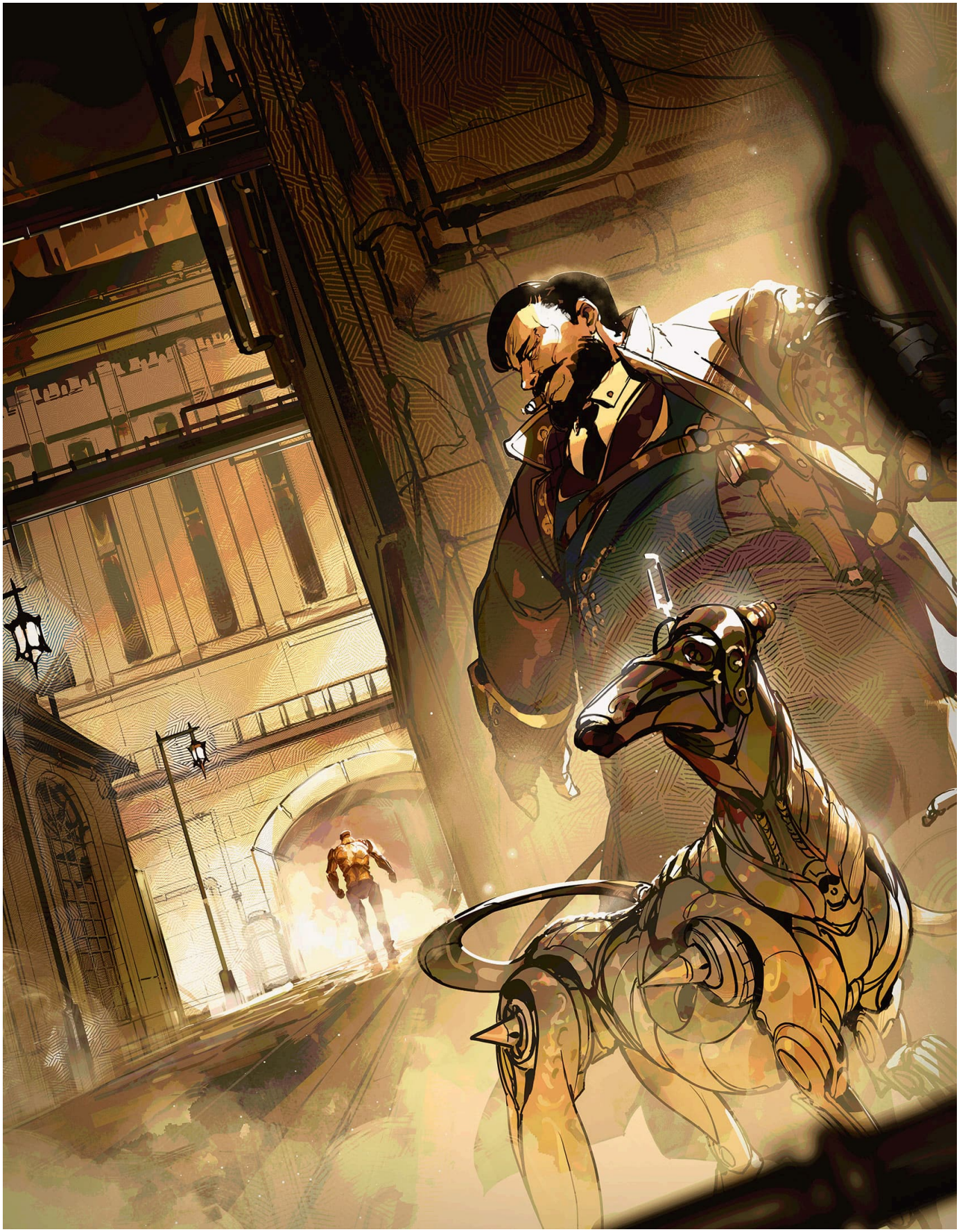

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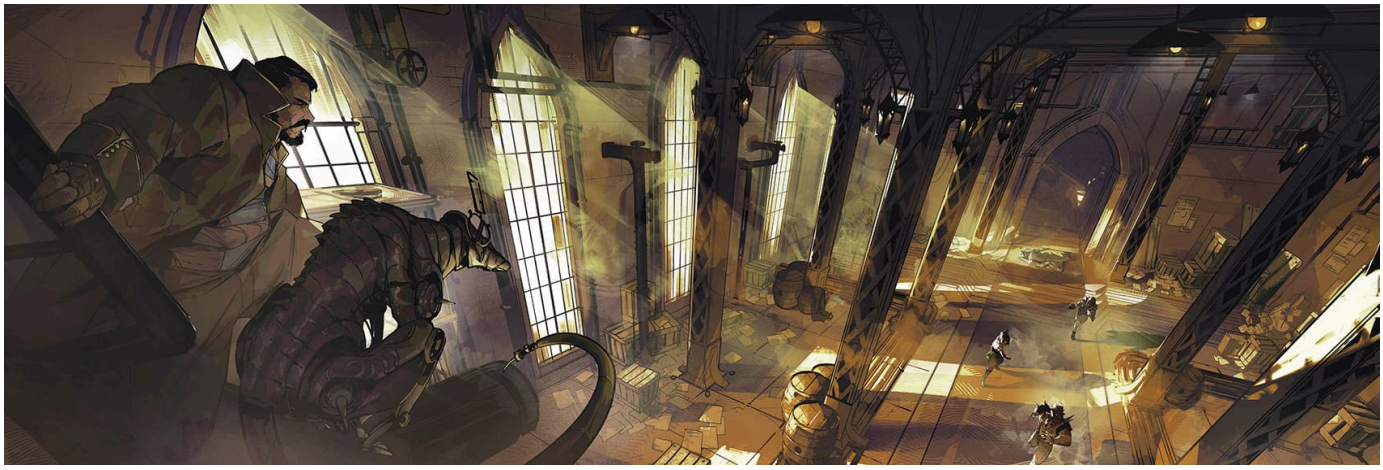

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ARTIST: ANDREA DE DOMINICIS

ARTIST: MICHAL IVAN

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ARTIST: MICHEAL BROUSSARD

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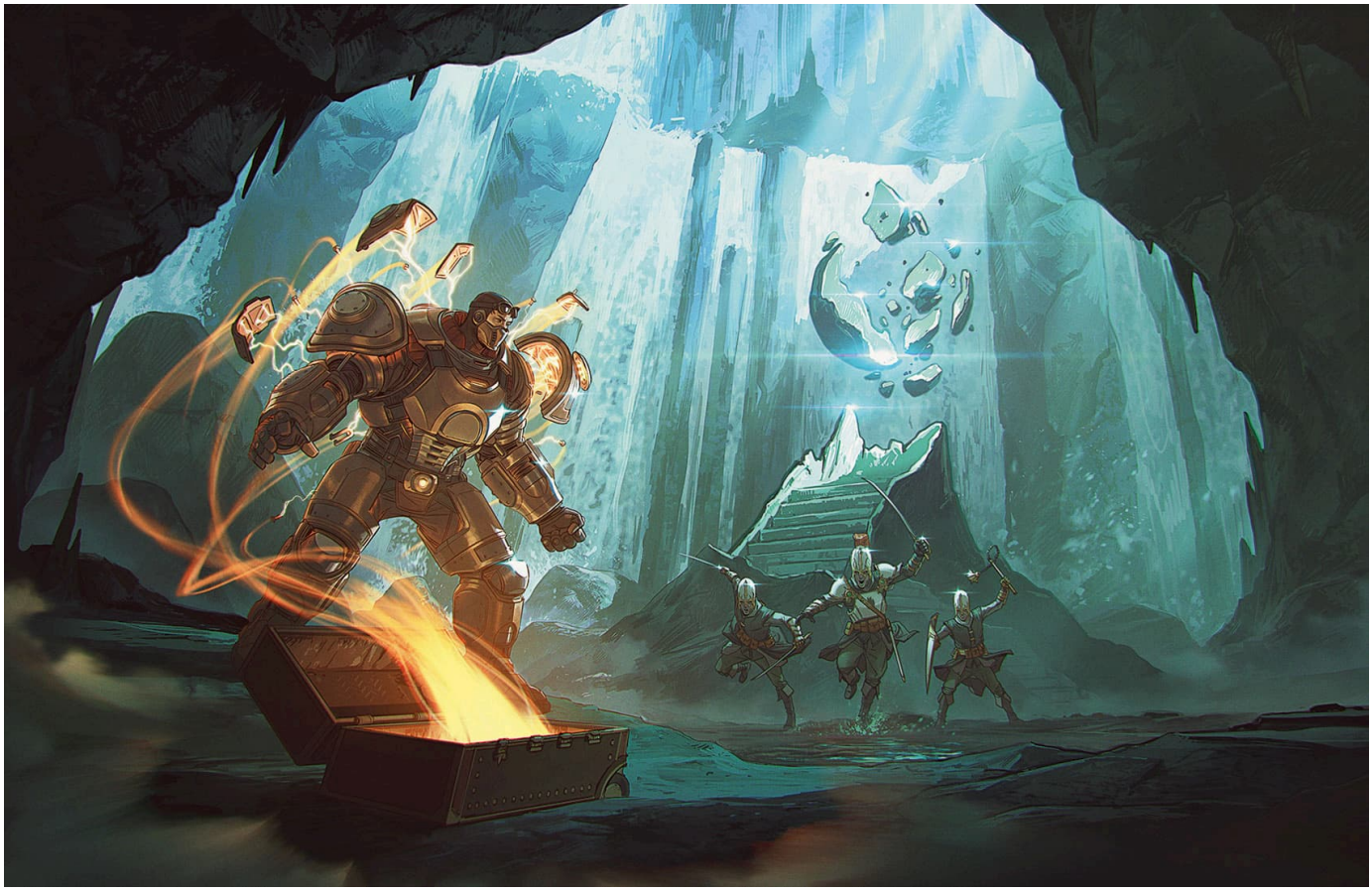

ARTIST: DAVE SARARIA

ARTIST: JOHN THACKER

ARTIST: NOOR RAHMAN

ARTIST: CULLEN COLE

ARTIST: CULLEN COLE

CREDITS

Lead Designer: James Wyatt

Designers: Jeremy Crawford, Makenzie De Armas, Ron Lundeen, Ben Petrisor, Patrick Renie

Rules Developers: Makenzie De Armas (lead), Jeremy Crawford, Ron Lundeen, Ben Petrisor, Carl Sibley

Editors: Adrian Ng (lead), Judy Bauer, Sue Weinlein

Playtest Analysts: Ron Lundeen (lead), Makenzie De Armas

Art Director: Noor Rahman

Graphic Designers: Matt Cole, Paolo Vacala

Cover Illustrators: Michael Broussard, Patrick Gañas

Interior Illustrators: Ignacio Bazan-Lazcano, Michael Broussard, Cullen Cole, Daarken, Andrea De Dominicis, Kevin Gnutzmans, John Grello, Yinfaowei Harrison, Michal Ivan, Jordan Kerbow, Kuno, Arthur Loftis, Calder Moore, Lee Moyer, Claudio Pozas, Noor Rahman, Dave Sarabia, Leroy Steinmann, John Thacker, Kenny Vo, Esther Wu, Ahmed Zulfiqar

Cartographer: Sean Macdonald

Concept Artists: Michael Broussard, John Grello, Alexander Ostrowski, Noor Rahman

Consultants: Keith Baker, Elizabeth Banerjee, Shawn Banerjee, Daniel Delgado, Sameer Joseph

Producers: Rob Hawkey (lead), Bill Benham, Siera Bruggeman, Vanessa Hoskins

The following products provided information and inspiration:

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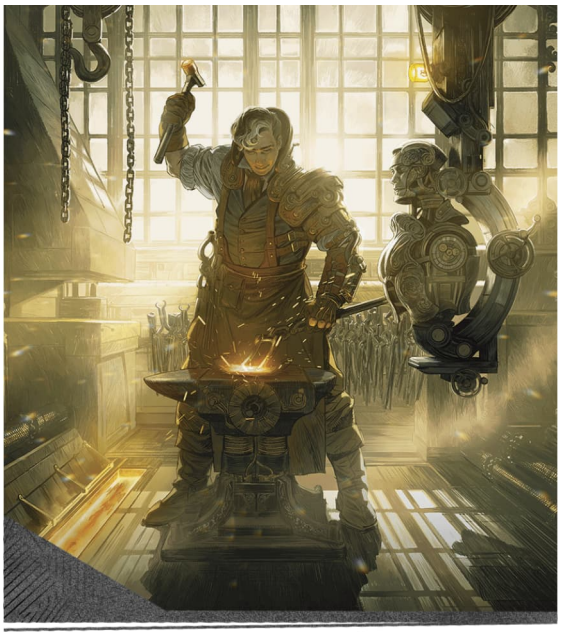
ARTIST: MICHAEL BROUSSARD



ON THE COVER

An Artificer is hard at work creating a warforged in the forges of House Cannith in this piece by Michael Broussard.

ARTIST: PATRICK GAÑAS

ON THE ALT-COVER

Patrick Gañas shows us the completion of the process, as the Artificer brings the newly created warforged soldier out of the creation forge and into life.

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